



Forum Archived Threads Tsigalko / van Nistelrooy Thread



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Thread: Tsigalko / van Nistelrooy Thread

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01-07-12, 03:00 PM

#1

Patinoz
Player

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

Tsigalko / van Nistelrooy Thread

If i remember correctly it has been a matter of some discussion on this forum. Not a Tsigalko versus Van Nistelrooy debate mind you. But is has been said that in cm a player who has only certain attributes very high (Tsigalko) is better than a player who has all attributes high (Nistel.). I've always wondered if this was true. But i've never had a team filled with only Tsigalkos (players with limited numbers of high atts). Usually it is a mix. What i do believe is that the Tsigalkos will put in better individual performances. In a network game i once played with a friend he had Tsigalko and he was topscorer every season by far (he was absolutely amazing) but my friend wasn't the one with the most championships. If the 'Tsigalkos' are really better than the team performances should be better too, shouldn't they?

So what i'm getting at is this:

Would a team of Tsigalkos beat a team of Nistels?

The 'Tsigalko team' would have to be full of players with only certain high atts and the 'Nistel team' would be full of the complete players with high atts everywhere.

Then we could let both play the same formation at the same club for a couple of seasons. See which team does best?

And maybe someone'll find this interesting enough to do the testing for me, as I don't have the time or a speedy enough pc.

Making **team nistel** would be easy. Just give every player a current ability of 200. But making **team tsigalko** might be harder as i wouldn't know exactly which attributes to make 20 and which to leave low, and which current ability they should have. Maybe someone of the SIM update team could help with that?

I mean making a team full of players in the spirit of Tsigalko and Nistel. So in **team tsigalko** a DR would only have for example a 20 for tackling and positioning and the rest low. In **team nistel** a DR would have the works!

I hope i've made it clear now, i was afraid that my opening post would be confusing.

Jesus



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01-07-12, 03:01 PM

#2

Patinoz
Player

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

Another problem could be the AI if you plan to let these 2 teams be controlled by it.

BD

01-07-12, 03:02 PM

#3

Patinoz
Player

Join Date: 18-12-11

Good point. But if you ditch all players from the club and leave only the 'manufactured' ones, then the AI wouldn't have much of a choice, would they? But, perhaps It would be just better to test it by human management.

So, does anyone have any idea how I should construct the **team tsgalko** players?
 Assuming i'll just play a default 442 the important atts should be (the atts that should be set at 20):
 gk: han
 drl: pos, tac
 dc: pos, tac
 mrl: dri, tec
 mc(dm): pos, tac
 mc(am): cre, pas
 fc: dri, off
 sc:off, fin. (or just a copy of Tsigalko)

Am i in the right direction here? I guess someone from the SIM update team would have a better idea of creating a top performer based on limited atts.

Jussie

01-07-12, 03:03 PM

#4

Patinoz o
 Player

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

Don't forget to give team tsgalko excellent mental attributes, since all of tsgalkos excel in that area, too. Some players, like Ibrahim Said, ruled the game almost entirely based on their Determination, Work Rate, Consistency, Important Matches etc.

churky

01-07-12, 03:03 PM

#5

Patinoz o
 Player

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

To save the debate:

GK: Anticipation, Decisions, Handling, Heading, Positioning, Reflexes, Tackling, One on Ones
 Full backs: Anticipation, Crossing, Decisions, Dribbling, Marking, Positioning, Tackling, Team work
 Centre Backs: Anticipation, Decisions, Heading, Marking, Positioning, Tackling, Strength
 Wingers: Agility, Balance, Crossing, Dribbling, Flair(If you please), Set pieces(If you please), Passing, Teamwork
 Centre Mids: Have pretty much everything, but can vary if you want a more defensive or more attacking player
 Strikers: Decisions, Finishing, Heading (depending on the striker), Movement (Depending on the striker) Natural Fitness, Strength (depending on the striker).

For the strikers and centre mids, you'd be best off doing one of each, so one more defensive mid, and one more attacking mid, and with the strikers, one pacey striker with lots of movement, and one big strong striker, that should give you decent outcomes if you do it the same for the other team. If you do require help creating the players just drop a PM to one of us and we'll help you out when possible.

Baz

01-07-12, 03:05 PM

#6

Patinoz o
 Player

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

Thanks Baz, this was exactly the kind of input i was hoping for.

So, it's all the mentioned atts at 20, and the rest deliberately low? And what should the ability be for the players?

GK: Anticipation, Decisions, Handling, Heading, Positioning, Reflexes, Tackling, One on Ones
Full backs: Anticipation, Crossing, Decisions, Dribbling, Marking, Positioning, Tackling, Team work
Centre Backs: Anticipation, Decisions, Heading, Marking, Positioning, Tackling, Strength
Wingers: Agility, Balance, Crossing, Dribbling, Flair(If you please), Set pieces(If you please), Passing, Teamwork
Centre Mids: Have pretty much everything, but can vary if you want a more defensive or more attacking player

So I should set the centre mid players at an ability of 200 while making one the DM and the other an AM?

Strikers: Decisions, Finishing, Heading (depending on the striker), Movement (Depending on the striker) Natural Fitness, Strength (depending on the striker).

So something like this:
 F1: Decisions, Finishing, Heading, Natural Fitness, Strengh

To recap:

- For team Tsigalko i'm looking for the best performing players using the least amount of high atts.
- Team nistel will be full of players with current ability at 200 and high atts all round.
- Then i want to test and see which team'll perform better.

Jesus

01-07-12, 03:07 PM

#7

Patinoz ◊
Player

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

And what should the ability be for the players?

depends on the average of the ca-related atts, use less 20 and very lowish numbers for unwanted atts and you get lower average ---> lower ca

Patinoz

01-07-12, 03:08 PM

#8

Patinoz ◊
Player

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

The ability for each player will vary depending on other stats, but it doesn't take long to do at all

As for the strikers you have it correct yes.

Baz

01-07-12, 03:08 PM

#9

Patinoz ◊
Player

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

I don't know too much about the whole CA related stats thing. So maybe one you SIM guys (or anyone else who has experience with this) can help me and create a team in the Tsigalko spirit. Meaning a team full of guys who only have certain high atts and low CA, but who will perform as the best.*

* If i understand correctly, a central midfield player will only perform great if he has a very high CA. So a MC doesn't have to be in the Tsigalko spirit. (unless someone claims it can be done)

And i will pitch this team against a team (team nistel) who'll be full of guys with a CA of 200.

Jesus

01-07-12, 03:09 PM

#10

Patinoz ◊
Player

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

Just to be clear; a player can perform great no matter what CA, it`s just about the configuration.

BD

01-07-12, 03:09 PM

#11

Patinoz ◊
Player

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

Just to be clear; a player can perform great no matter what CA, it`s just about the configuration.

Does that mean you could create a team full of the most miserable looking specimens and beat a team full of CA200 monsters using the exact same tactic?

That is something i would like to see, in fact, i think that's what my whole post is about.

Jussie

The Following User Says Thank You to Patinoz For This Useful Post:

ninquem

01-07-12, 03:10 PM

#12

Patinoz Player

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

So you want a DMC like this bloke

This is how he looks start of the season, will post another of how he looks end of season shortly.

Then at end of season he's like this:

8. Test DMC (Fulham)

Born 1.7.80 (Age 21). English (2 caps).

Acceleration	16	Flair	6	Set Pieces	11
Aggression	17	Handling	2	Stamina	20
Agility	11	Heading	13	Strength	20
Anticipation	19	Influence	16	Tackling	20
Balance	12	Jumping	11	Teamwork	14
Bravery	20	Long Shots	11	Technique	8
Creativity	9	Marking	20	Work Rate	20
Crossing	10	Off The Ball	11	Preferred Foot	Right
Decisions	20	Pace	15	Form	8-6-8-7-8
Determination	20	Passing	15	Morale	Ok
Dribbling	10	Positioning	20	Condition	90%
Finishing	11	Reflexes	3		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	8	1	2	0	83%	0.8	0.0	33%	7.00
League	36	2	4	2	82%	5.3	0.2	60%	7.53
Cup	6	0	0	0	81%	5.5	0.0	-	8.00
Continental	-	-	-	-	-	-	-	-	----
International	1 (1)	0	0	0	60%	1.0	0.0	-	6.50
Senior Club	42	2	4	2	82%	5.3	0.2	60%	7.60

Defensive Midfielder (Centre)

That's with a 136CA

Baz

01-07-12, 03:10 PM

#13

Patinoz Player

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

For a DMC with only a CA of 136 he looks amazing! And he even got capped for England. And yes, this is exactly the kind of players i want. So do you think guys like Test DMC will beat guys with CA 200?

Jussie

01-07-12, 03:11 PM

#14

Patinoz ◊
Player

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

*Does that mean you could create a team full of the most miserable looking specimens and beat a team full of CA200 monsters using the exact same tactic?
That is something i would like to see, in fact, i think that's what my whole post is about.*

I meant it the exact other way around, that high CA doesnt have to harm players performances. On the other hand you can still have a lot of 20`s, even with 1 CA.

BD

01-07-12, 03:11 PM

#15

Patinoz ◊
Player

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

I don't see why not as a guy with CA200 will have counter acting attributes in certain areas, but my bet is it would be quite even in the grand scheme of things.

Baz

01-07-12, 03:13 PM

#16

Patinoz ◊
Player

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

If it is a fact that attributes can counter act. Then shouldn't it be possible to design a team that would outperform a CA 200 team?

Jussie

01-07-12, 03:13 PM

#17

Patinoz ◊
Player

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

In theory yes. Many moons ago, in the early days of what is now SIM testing, we had a Fulham team in the league against the rest, based on the old style updating, which is now more the ODB release, and we got them performing to life. I could put my Test DMC into a ODB release and see how he forms in comparison if you'd like, it wouldn't take too long.

Baz

01-07-12, 03:13 PM

#18

Patinoz ◊
Player

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

i think its too difficult to correctly create 22 players u required

maybe u can just pick them from 3968 database

lots of low CA freaks there

then pick highest CA players for each position

Cantoner

01-07-12, 03:14 PM

#19

Patinoz ◊
Player

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

i think its too difficult to correctly create 22 players u required

Not at all, it's 11 players with CA200 in a SIM DB or 11 players SIM style in an ODB release, that's one easy way to do so in reality.

Baz

01-07-12, 03:15 PM

#20

Patinoz ◦
Player

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

In theory yes. Many moons ago, in the early days of what is now SIM testing, we had a Fulham team in the league against the rest, based on the old style updating, which is now more the ODB release, and we got them performing to life.

-So this Fulham team was filled with players specifically designed for optimal performance? And the rest of the teams were normal ODB style? And the Fulham team was the best?

I could put my Test DMC into a ODB release and see how he forms in comparison if you'd like, it wouldn't take too long.

- If you can spare the time and effort, yes please! And why stop there? Can you create 1 team in the league with all players with max atts and ability and one with players like Test DMC? Then we'll know for sure!

Jesus

01-07-12, 03:16 PM

#21

Patinoz ◦
Player

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

Fulham weren't the best no, but they played to life which back then was around 12th-14th in league

Baz

01-07-12, 03:17 PM

#22

Patinoz ◦
Player

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

Not at all, it's 11 players with CA200 in a SIM DB or 11 players SIM style in an ODB release, that's one easy way to do so in reality.

CA200 can mean nothing
it really depends on the attribute distribution...
if u make all CA-related attributes 20 in the editor, i am quite sure the player sucks

but if he has high value for 3-4 key atts, while keeping others low, then he will kill

EDIT: oh sorry I didn't notice it's your post. You must be more familiar with atts distribution than me

01-07-12, 03:17 PM

#23

Patinoz ◦
Player

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

All I know is that I want to see a team full of guys with CA 200 and maximum atts getting their a*ses kicked by a team of carefully designed super performers with lower CA and atts.

Making a team of the guys of the first category I can do, that's easy.
Making a team of the second variety I can't. All i know is Tsigalko, and maybe a couple of other freaks.

Jussie

01-07-12, 03:17 PM

#24

Patinoz ◦
Player

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

Just to show a quick example of a 'low CA player' up against those with higher CA, i've put the test DMC with 136CA, and two strikers both of 103CA into the ODB Feb release, and will post results once the season is ended, just to give you an idea.

Baz

01-07-12, 03:19 PM

#25

Patinoz 
Player

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

Screenshots failed but here's the results in text.

DMC - Played 19 games in total (10 in league), 2 goals, 2 assistats, TPG 2.3, ave rating 6.98 (Cheik Tiote played majority of season)
CA136

SC1 - Played 42 games in total (38 in league), 16 league goals, 1 International Cap 1 goal, ave rating 7.31 - CA103 (High movement & pace)

SC2 - Played 38 games in total (36 in league), 15 league goals, 1 International Cap 0 goals, ave rating 7.44 - CA103 (High heading, low movement)

Baz

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01-07-12, 03:20 PM

#26

Patinoz
Player

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

what happens if the def mid has 8 for consistency and the strikers 20? [lots of factors can affect the way players perform and you can dress it up with low ca if that floats yer boat] indeed if the def mid is played in a 442 formation? where he will not perform anywhere near his potential if he is stuck in as a mid cen.

Beez

01-07-12, 03:20 PM

#27

Patinoz
Player

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

This was in a 442 formation Beez, it's your Feb release under Pardew with nothing else changed , i'll give the three of them 10 for consistency and this time i'll get screenshots

Baz

01-07-12, 03:21 PM

#28

Patinoz
Player

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

So you want a DMC like this bloke

This is how he looks start of the season, will post another of how he looks end of season shortly.

Then at end of season he's like this:

Action ▾

8. Test DMC (Fulham)

Profile
Injuries & Bans
Contract
Transfer
History

Born 1.7.80 (Age 21). English (2 caps).

Acceleration	16	Flair	6	Set Pieces	11
Aggression	17	Handling	2	Stamina	20
Agility	11	Heading	13	Strength	20
Anticipation	19	Influence	16	Tackling	20
Balance	12	Jumping	11	Teamwork	14
Bravery	20	Long Shots	11	Technique	8
Creativity	9	Marking	20	Work Rate	20
Crossing	10	Off The Ball	11	Preferred Foot	Right
Decisions	20	Pace	15	Form	8-6-8-7-8
Determination	20	Passing	15	Morale	Ok
Dribbling	10	Positioning	20	Condition	90%
Finishing	11	Reflexes	3		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	8	1	2	0	83%	0.8	0.0	33%	7.00
League	36	2	4	2	82%	5.3	0.2	60%	7.53
Cup	6	0	0	0	81%	5.5	0.0	-	8.00
Continental	-	-	-	-	-	-	-	-	----
International	1 (1)	0	0	0	60%	1.0	0.0	-	6.50
Senior Club	42	2	4	2	82%	5.3	0.2	60%	7.60

Defensive Midfielder (Centre)

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That's with a 136CA

Baz

Why would a player with CA136 have this many 20's

Dermo

01-07-12, 03:21 PM

#29

Patinoz o
Player

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

Managed to get screenshots this time, obviously DMC will perform better in a 451, but you can get the gist of things from it, given the players have a low CA.

4. Test DMC (Newcastle)

Action ▾

Profile	Injuries & Bans	Contract	Transfer	History
----------------	-----------------	----------	----------	---------

Born 16.11.80 (Age 21). English (capped at U21 level).

Acceleration	16	Flair	9	Set Pieces	13
Aggression	10	Handling	2	Stamina	20
Agility	11	Heading	13	Strength	20
Anticipation	18	Influence	9	Tackling	20
Balance	10	Jumping	11	Teamwork	13
Bravery	20	Long Shots	10	Technique	15
Creativity	9	Marking	20	Work Rate	20
Crossing	10	Off The Ball	14	Preferred Foot	Right
Decisions	20	Pace	11	Form	7-6-7-9-7
Determination	20	Passing	15	Morale	Very Good
Dribbling	10	Positioning	20	Condition	100%
Finishing	10	Reflexes	3		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	24	0	1	0	80%	0.6	0.0	100%	7.00
League	2 (11)	0	1	0	74%	1.3	0.2	100%	6.77
Cup	0 (1)	0	0	0	71%	1.0	1.0	-	7.00
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	2 (12)	0	1	0	74%	1.3	0.3	100%	6.79

Defensive Midfielder (Centre)

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10. Test SCI (Newcastle)

Action ▾

Profile	Injuries & Bans	Contract	Transfer	History
----------------	-----------------	----------	----------	---------

Born 22.1.80 (Age 22). English (2 caps).

Acceleration	20	Flair	16	Set Pieces	11
Aggression	10	Handling	1	Stamina	20
Agility	12	Heading	12	Strength	12
Anticipation	8	Influence	12	Tackling	10
Balance	13	Jumping	6	Teamwork	11
Bravery	20	Long Shots	10	Technique	18
Creativity	8	Marking	10	Work Rate	13
Crossing	10	Off The Ball	20	Preferred Foot	Right
Decisions	20	Pace	20	Form	9-8-7-6-8
Determination	20	Passing	12	Morale	Ok
Dribbling	10	Positioning	10	Condition	100%
Finishing	20	Reflexes	2		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	6	1	0	0	70%	0.0	1.0	75%	7.00
League	38	22	4	7	70%	0.4	1.7	54%	7.63
Cup	8	10	0	1	70%	0.4	2.4	74%	8.13
Continental	-	-	-	-	-	-	-	-	----
International	0 (2)	0	1	0	68%	0.0	0.0	50%	8.00
Senior Club	46	32	4	8	70%	0.4	1.8	58%	7.72

Striker (Centre)

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Action ▾

9. Test SC2 (Newcastle)

Profile
Injuries & Bans
Contract
Transfer
History

Born 26.11.80 (Age 21). English (capped at U21 level).

Acceleration	12	Flair	5	Set Pieces	11
Aggression	13	Handling	1	Stamina	20
Agility	7	Heading	19	Strength	20
Anticipation	8	Influence	11	Tackling	10
Balance	5	Jumping	20	Teamwork	11
Bravery	20	Long Shots	10	Technique	12
Creativity	8	Marking	10	Work Rate	10
Crossing	10	Off The Ball	13	Preferred Foot	Right
Decisions	20	Pace	12	Form	6-7-5-6-7
Determination	20	Passing	12	Morale	Ok
Dribbling	10	Positioning	10	Condition	100%
Finishing	20	Reflexes	3		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	7 (1)	4	0	1	71%	0.0	0.6	57%	7.00
League	5 (9)	2	2	0	66%	0.2	0.1	50%	6.71
Cup	5	5	2	2	59%	0.2	0.6	73%	8.20
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	10 (9)	7	4	2	63%	0.2	0.3	62%	7.11

Striker (Centre)

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Baz

01-07-12, 03:22 PM #30

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

Originally Posted by **Patinoz**
Why would a player with CA136 have this many 20's

It's just in reply to the original question, where you can have 20's in the game with a low CA, ala Tsigalko, just like you can get numerous 20's in the game with a high CA ala van Nistelrooy.

Baz

01-07-12, 03:23 PM #31

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

Y don't u "use current lineups" to make the players starters?

Cantoner

01-07-12, 03:23 PM #32

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

Why would a player with CA136 have this many 20's

only 4 20s are CA-related, while others CA atts are around 10

01-07-12, 03:24 PM

#33

Patinoz
Player

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

Originally Posted by Patinoz

Y don't u "use current lineups" to make the players starters?

Cantoner

Due to the fact Jussie wanted a comparison?

Baz

01-07-12, 03:24 PM

#34

Patinoz
Player

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

but will the AI differentiate abilities?

I guess it should be tested with two different lineups, one with ODB players and one with SIM players, in order to compare

Cantoner

01-07-12, 03:24 PM

#35

Patinoz
Player

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

The AI generally goes for the higher CA, however if the important attributes are high, as you can see in the strikers, they'll get picked over the higher CA, and of course reps play a role, but in the DMC example, it didn't effect it.

Baz

01-07-12, 03:24 PM

#36

Patinoz
Player

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

Was there another DMC with a higher rep to get ahead of him? A DMC with 17 for Defensive Midfielder will rarely get picked in the DMC role of a formation even his CA is 200 over a DMC with 20 for Defensive Midfield and a higher CR - quite simply the A1 won't deem him the better player

Derma

01-07-12, 03:25 PM

#37

Patinoz
Player

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

In the Newcastle test it was Cheik Tiote, who is down as a MC, obviously if I made him a MC he'd probably get in, but again i'm just trying to give Jussie some examples of his original question

Just to avoid confusion, I gave the players reps of 175.

Baz

01-07-12, 03:26 PM

#38

Patinoz

Join Date: 18-12-11

Player

Location: Dresden
Posts: 6,429

It`s an interesting topic. About the 20`s, how many did Tsigalko have?

BD

01-07-12, 03:27 PM

#39

Patinoz ◊
Player

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

Tsigalko had 2 20s in-game - Finishing and Off the Ball. Another rather high att was creativity. These are the CA-related ones. Otherwise he had awesome physical atts.

Trip

01-07-12, 03:27 PM

#40

Patinoz ◊
Player

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

How many were 20 in the editor in total ? I mean how far can you go in terms of this with the player in question still being regarded as `Tsigalko like` ?

BD

01-07-12, 03:27 PM

#41

Patinoz ◊
Player

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

One twenty, one nineteen. Vision - fifteen. Also some zeroes.
Otherwise, depends on the intrinsic values, I would say. Anything above 50 is Tsigalko-like. (Although in one of my current .68 savgames he's got finishing = 90 and Off the Ball = 72)

Trip

01-07-12, 03:28 PM

#42

Patinoz ◊
Player

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

@ Baz, first of all thanks for the effort you've put into this! Do you think if you had a full squad of your Test players that they would easily win against a CA 200 max attributes team?

And for that matter, can anyone on this forum create a squad of players who can beat a CA200 max atts team? If, yes, then what's the lowest (CA and atts wise) you can go?

Jussie

01-07-12, 03:28 PM

#43

Patinoz ◊
Player

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

Jussie, to me something like 65-70 CA is the lowest I could go with my skills in tweaking. And yes, of course it's possible

Trip

01-07-12, 03:29 PM

#44

Patinoz ◊
Player

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

Since you invented this challenge maybe you should set a max for CA and atts lol. I`m having some fun with a 1CA/2PA player atm that has a shitload of 20`s .. I mean, is that acceptable ?

BD

01-07-12, 03:29 PM

#45

Patinoz ◊
Player

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

BD, a shitload of CA 20s? I've managed to have two at most at game-start with 1 CA

Trip

01-07-12, 03:30 PM

#46

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ◊

Since you invented this challenge maybe you should set a max for CA and atts lol. I`m having some fun with a 1CA/2PA player atm that has a shitload of 20`s .. I mean, is that acceptable ?

BD

Man, i would love to see a team full of 1CA/2PA guys with 20's in the right places kicking the sheight out of a 200CA 20's everywhere team! Do you really think it's possible? How does your 1CA/2PA guy perform then?

Jussie

01-07-12, 03:30 PM

#47

Patinoz ◊
Player

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

Really finding this thread interesting although I would like to see the proposed challenge made:

A team of Key Attribute players vs. A team of High Attribute player.

Jesus

01-07-12, 03:31 PM

#48

Patinoz ◊
Player

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

I`ve done things a bit different, just because I was interested in the outcome. First I wanted to see what all this Tsigalko talks were about, so I deleted all the Roma attackers in 3.9.60 and put Tsigalko there with 200 CR and WR. The AI didnt agree with me and kept buying these 30+ yo strikers for 250-500k that look like shit and used them instead. So I tried a lower rep club: Liverpool. What better league to play in against his big rival van Nistelrooij. So he did ok there in terms of goals, even outscored Ruud in season 2 but once Liverpool got some cash they bought Rebrov and ... drumroll ... Tony Thorpe and that seems the end of Tsigalko`s career. Will holiday on to see what happens but one thing is for sure. The AI doesnt like Tsigalko not even with 200 WR.

BD

01-07-12, 03:31 PM

#49

Patinoz ◊
Player

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

I think the AI mainly judges players on reputation **and** ability. So jacking up his reputation will only take him so far. As soon as it starts dropping others will get chosen ahead of him. That's why if you want to test a Tsigalko like player you'll have to force the AI to use him. Either by controlling the team yourself or by clearing all competitors from the squad and holidaying without letting the assman buying new players.

Patinoz 
Player

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

I once did a test where i created two types of players. PLayer one i gave an ability of 200 and 1 for all his atts. Player 2 I gave a 1 for ability and max 20 for all his atts. Back then I didnt know anything about CA related atts or anything. So i was quite surprised when the CA200 guy turned a lot better attribute wise then i expected, and the CA 1 guy somewhat worse. Both guys i deployed at a Scottish nonleaguer. Very quickly the CA200 guy was bought by Dundee. He played every match while constantly performing awful due to him lacking a lot of relevant atts. The CA 1 guy hardly ever got a match even when i placed him at a 3rd division club. But he did when played perform a lot better then CA 200 guy.

From this i concluded that the AI doesnt look at attributes, but at ability. Later i found out that reputation matters as well.

Jussie

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Thread: Tsigalko / van Nistelrooy Thread

Thread Tools

01-07-12, 03:32 PM

#51

Patinoz
Player

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

Just out of curiosity i've done the following. since i can't completely remember my previous test, and i can't find it anywhere I'll do a new one. Don't know if it will be of much use. But hey a lot of useful research starts out that way .

So what have I done:
I've just created 8 players. All Strikers, all Scottish, and they all start at Albion Rovers in the Scottish 3rd Division.

Player one will have a low ability(1) and low atts (1) but high reputation (200).
Player two will have a low ability(1) and high atts (20) and low reputation (1), and so on for all possible combinations of the three criteria.
The eventual number of players being 8 (including two control players who either have everything low or high)

Now i'm gonna load up the game and see what happens.

Edit:

Here they are:

Spoiler! Show



One week in and Only Reputation has made a 550K transfer to Compostela where he's now worth 7M
Control God is in high demand also as is expected

Jussie

Patinoz ◊
Player

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

Never thought this would happen but it seems the AI dropped Rebrov in season 6.

Not sure how accurate these world reps are after a few seasons in cmscout but it says 117 for Tsigalko.

BD

Patinoz ◊
Player

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

Just finished the first half of the season.

This is what has happened so far.

12-7-2001 Only Reputation moves to Compostela for 550k and is worth 7M

He plays every match and doesn't score. He absolutely sheight. But his rep keeps him in the team. Eventually it will drop, as will he.

15-7-2001 Ability and Attributes moves to Portsmouth for 400K and is worth 2.2M

His stats at Portsmouth are impressive apps 20 gls 14 ass 9 mom 7 avr 7.80

22-7-2001 Control God moves to Bayern for 1.2M and is worth 31,5M

Nothing surprising here

12-8-2001 Reputation and Ability moves to Osasuna for 1.6M and is worth 19,5M

He plays all 18 matches and scores 2 with 1 assist and 1 MoM. average rating 7.22. Not a goalscorer but not a total disaster either. I expect him to remain at top level due to his ability, but he'll never be a great striker.

26-10-2001 Reputation and Attributes moves to Inverness for 200k and is worth 825K.

I was surprised he wasn't picked up earlier and by a better team. He does perform good though. 5gls out of 13matches for Albion Rovers and 8 of 10 for Inverness, with ratings of 7.54 and 7.73 respectively

Only Ability still remains at Albion Rovers. He gotten himself into trouble with the manager and has only come on once as a substitute, despite being a star player. Blackburn Rovers are interested though. I expect him to end up at top clubs without ever playing well.

Only Attributes is still at Albion Rovers and is performing strong. apps 19 gls 9 ass 2 mom 3 avr 7.53. But I don't expect he'll ever be properly rewarded for his performances.

Control Loser also performs as expected

Jussie

Patinoz ◊
Player

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

Yeah, nothing really surprising there. We've all noticed at some point or another that AI picks players based on their rep and CA/PA, not their actual performance.

I'm sure most of us have had a striker who scored right and left, but no one ever got interested in him because of his lowish CA.

Alternatively, you can sell a young regen with high PA for ridiculous amount of money, even if he had never played senior football.

churky

Patinoz ◊

Player

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

What i do find interesting though, is that the players with CA200 and their high CA related atts score a lot less then the guys that rely solely on their non-CA related attributes. So I guess the secret for making a goalscorer lies more with the non-CA related atts than the CA related.

Jussie

01-07-12, 03:34 PM

#56

Patinoz ◦
Player

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

Reduce the non-attacker attributes and the goals will follow

Dermo

01-07-12, 03:35 PM

#57

Patinoz ◦
Player

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

End of season:

Spoiler!



His ability hasn't made him the best of strikers but it keeps him in the squad. He's only willing to stay at the club currently.
his reputation has sunk before he could get to a bigger club. So i guess he's stuck now.

NO

WAR

This guy is just amazing actually. And so far kind of disproving the idea that atts can counteract eachother since he has it all!

Finally got his transfer after much moaning. But shows that the CA atts dont make you a goalscorer.

Was the best player in the league. Wonder if the game will ever notice this guy.

Well, here we see just how biased the game can be towards reputation. And he even wants to move to a bigger club!

The control are doing as expected. And I thought some more about the CA200 players and their lack of goals. Maybe they just lack something like stamina. Because the guys that have CA200 and max atts perform just fine.

Jussie

01-07-12, 03:36 PM

#58

Patinoz ◊
Player

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

What formation are Portsmouth playing? Is it 1 upfront that the A&A guy is doing so well?

Dermo

01-07-12, 03:36 PM

#59

Patinoz ◊
Player

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

Hmm, we may have a problem . I just have Scottish league loaded so the Portsmouth matches aren't fully processed i guess. So we cant take the results seriously. Even so the manager preffered formation is a 532.

The God control on the other hand who plays for Bayern has played in the CL so his stats in the CL are worth something and they're: **apps 19 gls 10 ass 6 mom 2 avr 8.21**. but nothing much to start making any rash conclusions.

Jussie

01-07-12, 03:37 PM

#60

Patinoz ◊
Player

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

The best I`ve seen Ruud do so far is around 8.50-8.60 in the EPL, so that guy should do a lot better when you run England.

BD

01-07-12, 03:38 PM

#61

Patinoz ◊
Player

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

Originally Posted by Patinoz

What i do find interesting though, is that the players with CA200 and their high CA related atts score a lot less then the guys that rely solely on their non-CA related attributes. So I guess the secret for making a goalscorer lies more with the non-CA related atts than the CA related.

Jussie

coz as u assign 1 to non-CA atts, they are absolute 1

but assigning 1 to CA atts, they will be driven up by the CA

and even got ~240 in cm3 savegame editor (a hidden value for the game and all other editors), just similar to the value for all CA att assigned to 20

(some people said that this kind of values in the editor is the true value for those CA atts, which means assigning all the CA atts to 20 and 1 in two different cases will yield similar true values...

but according to your testing, seems all CA atts 20 is better than all 1.

but probably if change "all 1" to finishing and off the ball 20, then this player will be better than "all 20" in terms of scoring

anyway, very interesting work! keep going

Cantoner

01-07-12, 03:38 PM

#62

Patinoz ◊
Player

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

It was a while back that I did some testing on a database this old, but I`m hooked now. Thanks for that Jussie.

After the test where I tried to get the AI to like Tsigalko at Roma and Liverpool, I also started to work on that team full of Tsigalko-like players. I wonder/wondered how easy it would be to win the EPL using only players like Tsigalko(lowish CA/few high atts).

Does anyone that played/plays 3.9.60 a lot know what team is usually the best EPL Team ? From what I`ve seen so far it looks to be between Utd and Arsenal.

BD

01-07-12, 03:38 PM

#63

Patinoz ◊
Player

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

I only played with 3.60 before coming to this forum last year

best one should be Utd

one time I didn't even know wt's the attributes about, what's the settings in tactics, and used some HK and Asian players but the result was still good. Just 1 mark behind Arsenal

Cantoner

01-07-12, 03:39 PM

#64

Patinoz ◊
Player

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

Originally Posted by Patinoz

It was a while back that I did some testing on a database this old, but I`m hooked now. Thanks for that Jussie.

After the test where I tried to get the AI to like Tsigalko at Roma and Liverpool, I also started to work on that team full of Tsigalko-like players. I wonder/wondered how easy it would be to win the EPL using only players like Tsigalko (lowish CA/few high atts).

Does anyone that played/plays 3.9.60 a lot know what team is usually the best EPL Team? From what I've seen so far it looks to be between Utd and Arsenal.

BD

Your welcome BD, btw the version i'm playing is 3.9.68 the latest official update. Tsigalko was still in there, and still a goalscoring master. The best teams i guess are Man Utd and AS Roma.

Jussie

01-07-12, 03:39 PM

#65

Patinoz
Player

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

Good stuff, because I had started with Utd already.

So the goal is to win the EPL with Man Utd only using Tsigalko-like players. Since that is still a little vague for me, 'Tsigalko-like', I've set some rules for myself:

- All players must have 71 CA (Tsigalko had 70)
- All players must have 144 PA (Tsigalko was a -1 so 120-200 towards the lower end led me to that number)
- All players must have the same position, sides, home reputation, world reputation and CA unrelated attributes.
- All players are being controlled by Sir Alex himself, so I'm not taking control over Utd myself at all.

Think that covers it so far.

BD

01-07-12, 03:40 PM

#66

Patinoz
Player

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

Should do it easily If you make the wingers properly

Baz

01-07-12, 03:41 PM

#67

Patinoz
Player

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

I thought that at some point too, but it's pretty hard. First thing I did was just change the CA/PA's and run a few tests. They ended 9th and 10th a few times, using a lot of weird players for whatever reason lol. I had to remove the money too, because they started signing players right away. After selecting some players for the first team I have now done 16 players and just ran the first test. Giggs, Ruud and Veron did a good job (7.75+) but a lot of the others weren't even used. Sir Alex works in mysterious ways.

BD

01-07-12, 03:41 PM

#68

Patinoz
Player

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

So close ..

BD

01-07-12, 03:42 PM

#69

Patinoz
Player

Join Date: 18-12-11

Needless to say they fucked up, so it was back to the drawing board .. some tweaks later and a new season; they did it. Screenshots will follow.

BD

01-07-12, 03:42 PM

#70

Patinoz ◊
Player

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



Top players:

BD

01-07-12, 03:43 PM

#71

Patinoz ◊
Player

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

is it all starting 11 changed to this style? or even more?

seems the holiday results are just normal

and Giggs reli have low CA...which can make his defensive atts as low as 5 @@@

Cantoner

01-07-12, 03:43 PM

#72

Patinoz ◊
Player

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

All of Utd`s players have 71 CA/144 PA, but only 16 of them I have restyled the 15 CA atts for. I also had a look at GK`s editor for you and Trip and 2 players have 1 attribute of 82 strength, which is pretty damn strong right ?

Trip

Patinoz ◊
Player

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

So winning the league with a team full of players with a Tsigalko-like CA was possible. I doubt they were strong enough to beat a team of players with higher CA and the right atts in the right places, since those can easily score average ratings over 8.00 and only my van Nistelrooy did that.

My next team might be able to do better, for a start with the same 71 CA/144 PA, maybe with less in the future. Also I would like to see how far 18`s and 17`s for the CA atts can go instead of the 20`s and 19`s. I think I`ll need the atts not related to CA but key for that position to be the best. So I went for a look around the 3.9.60 data to find 33 players to form a squad up for a new challenge. What better club to put them at than Man City, which I have promoted to EPL for the occasion.

BD

Patinoz ◊
Player

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

BD, which guys had the 82s? That's just shy of maximum strength btw
Could you give the configurations that produced the 82s?

Trip

Patinoz ◊
Player

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

I think it was Ruud`s finishing and Giggs dribbling. I used the same combo`s for all players so far; three 1s/five 5s/four 9s/one 18/one 19/one 20.

BD

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Thread: Tsigalko / van Nistelrooy Thread

Thread Tools

01-07-12, 03:44 PM

#76

Patinoz
Player

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

This is some great work BD! glad to see someone is taking on the challenge. Impressive stuff already with ManU. It'll be interesting to see if you can do it better with City. Btw, from the little test I did with the players, you could see that with a CA of 1 you can still get all the non-CA related atts up to 20. And with only those atts a player can perform quite good already. So i guess you only have to add a couple of CA-related atts to 20 to make the players worldclass.

Jussie

01-07-12, 03:45 PM

#77

Patinoz
Player

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

CA 1 doesn't mean all CA-atts have to be 1 the strongest attribute can be made close to 10, just like CA200 not making all CA-atts 20

Cantoner

01-07-12, 03:46 PM

#78

Patinoz
Player

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

Actually, 20 is the strongest possible in-game value for an attribute at CA=1.

Trip

01-07-12, 03:46 PM

#79

Patinoz
Player

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

Originally Posted by **Patinoz**

*This is some great work BD! glad to see someone is taking on the challenge. Impressive stuff already with ManU. It'll be interesting to see if you can do it better with City.
Btw, from the little test I did with the players, you could see that with a CA of 1 you can still get all the non-CA related atts up to 20. And with only those atts a player can perform quite good already. So i guess you only have to add a couple of CA-related atts to 20 to make the players worldclass.*

Jussie

Cheers mate, it`s been very interesting so far. About the atts; me and Patinoz recently discovered that some of the non-CA related atts have an affect on the starting value of the CA-related atts. It was a quite huge affect in certain cases where allmost all 15 CA atts went up 1 or 2 pts in comparison to setting these non-CA atts just a little lower. I wouldnt be surprised if it also works like that the other way around, in other words; if you put all non-CA atts at 20 you`ll be allowed less in CA atts and vice versa.

Originally Posted by **Patinoz**

*CA 1 doesn't mean all CA-atts have to be 1
the strongest attribute can be made close to 10,
just like CA200 not making all CA-atts 20*

Cantoner

What do you mean with that ? Why 10 ? Even with the CA 1 guy I still had two 20`s for CA atts.

BD

01-07-12, 03:47 PM

#80

Patinoz
Player

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

So back to man city .. I`ve restyled 9 of the 33 players so far and because of that I`ll only talk about their performances. The others look funny in many cases just because too many high numbers for CA atts dont work well with a CA of 71. I`ve just ended a season:

Not bad considering I still have 24 amateurs in my team.

Top performers:

Petrov and Juninho play in the same position. It looks weird because he shows as DMC but his AM is actually 20 where DM and M are only 15. Dunno why they did that tbh.

Another weird thing is that Mancini(AI)bought some piss poor striker for like 100k and played him as 5th choice SC ahead of Batistuta and Larsson. Shevchenko and Hasselbaink played a few games as 3rd and 4th choice. I`ve deliberately given none of the 6 strikers the same top 3 CA atts, to see what works best. The same for my 3 AMC`s(Veron/Juninho/Petrov). I might tweak some reps to see how others do that arent playing atm.

BD

01-07-12, 03:47 PM

#81

Patinoz
Player

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

Can't you just instruct the Assman to not buy and/or sell any players?

Btw, it's quite daunting to see ManU reach 96pts. Do you think you can get the City guys up that high?

And thanks for explanation on the CA atts.

Jussie

01-07-12, 03:47 PM

#82

Patinoz

Join Date: 18-12-11

I dont wanna tell Mister Mancini what to do, he`s the expert.

Utd is there despite the fact I stole Ruud and Veron. Yorke does the same job for them so I do wonder how much of Ruud`s magic is actually his on 3.9.60. In season 2 we actually won the league but they bought and used some high CA DC I never heard of, so that doesnt count imo. A lot of players were sold and some put on loan. Funny to see Buffon/Gerrard being out on loan at Millwall/Bradford.

I`ve given Batistuta and Larsson a higher current reputation(what influences who managers use)and I`m starting a new one.

BD

01-07-12, 03:48 PM

#83

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ◊

Cheers mate, it`s been very interesting so far. About the atts; me and Patinoz recently discovered that some of the non-CA related atts have an affect on the starting value of the CA-related atts. It was a quite huge affect in certain cases where almost all 15 CA atts went up 1 or 2 pts in comparison to setting these non-CA atts just a little lower. I wouldnt be surprised if it also works like that the other way around, in other words; if you put all non-CA atts at 20 you`ll be allowed less in CA atts and vice versa.

What do you mean with that ? Why 10 ? Even with the CA 1 guy I still had two 20`s for CA atts.

BD

is it one for finishing? and passing? I remember that many atts will fall if CA is too low...
reli want to know more about these

and I just thought that 10 is enough...giving 20 to CA1, that attribute strength will be too ridiculously strong.

Cantoner

01-07-12, 03:49 PM

#84

Patinoz ◊
Player

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

Even tho I`m using the same 15 numbers for every player, some end up with one 20 and two 16`s in-game while others like Ruud can end season 2 with three 20`s. No idea why this happens tbh but it would be great if we found out. I havent found another player where all the three top CA atts(18/19/20)were allowed to grow to 20.

I didnt have too much time to work on this but I have restyled 4 more players; all of my 3 leftbacks and 1 rightback. Will post screenies after a new test.

BD

01-07-12, 03:49 PM

#85

Patinoz ◊
Player

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

A new star was born:

Still ended 30 pts behind Utd tho.

BD

01-07-12, 03:50 PM

#86

Patinoz ◊
Player

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

Looks like there is some competition for the leftback position:

And we finally have Cafu joining in the fun.

20 points behind Utd that time. We`re coming UPPP !!

BD

01-07-12, 03:51 PM

#87

Patinoz ◦
Player

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

Originally Posted by **Patinoz** ◦

Petrov and Juninho play in the same position. It looks weird because he shows as DMC but his AM is actually 20 where DM and M are only 15. Dunno why they did that tbh.

BD

That's because no matter what stats they have for other positions, if they have at least 15 for DM they'll show up as a DM in game no matter that their AM stat is.

I think it's the same for Dyer and Gerrard on 3.9.60 as well as Petrov as you've already seen.

AMC

01-07-12, 03:51 PM

#88

Patinoz ◦
Player

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

And van Bommel, Ze Roberto etc. You got that right

KDS

01-07-12, 03:52 PM

#89

Patinoz ◦
Player

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

What position stats do you need to input to get a FC in the game - I seem to be able to get AM/FC but not an outright FC - good work on the above anyway, i'm currently inputting my sunday league team using the above philosophy, lets see what happens!

evansp3700

01-07-12, 03:52 PM

#90

Patinoz ◦
Player

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

15+ for AM and 20 for SC, with no number or a number less than 14 in the M rank if you'd like them to play out wide on occasions.

Baz

01-07-12, 03:53 PM

#91

Patinoz ◦
Player

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

Originally Posted by **AMC**

That's because no matter what stats they have for other positions, if they have at least 15 for DM they'll show up as a DM in game no matter that their AM stat is.

I think it's the same for Dyer and Gerrard on 3.9.60 as well as Petrov as you've already seen.

Originally Posted by **Kenny Dalglish's Smile**

And van Bommel, Ze Roberto etc. You have that right.

I know why it happens but what I dont get is why they made it this way. In the case of van Bommel its ok because his DM and M are also 20`s, Gerrard only has 10 for AM and 20`s for M and DM, Ze Roberto plays on the wing so wether he show as DML or AML is not so relevant imo. Dyer is indeed more the same as Petrov, their dominant position is clearly AM but a 15 overwrites the 20 that just doesnt feel right. The AI uses Petrov in the AM position but as a user you dont know that.

Originally Posted by **evansp3700**

What position stats do you need to input to get a FC in the game - I seem to be able to get AM/FC but not an outright FC - good work on the above anyway, i'm currently inputting my sunday league team using the above philosophy, lets see what happens!

Originally Posted by **Baz**

15+ for AM and 20 for SC, with no number or a number less than 14 in the M rank if you'd like them to play out wide on occasions.

What Baz said, but also 20 for attacker and 20 free role makes a player FC, if you dont wanna use AM.

BD

01-07-12, 03:54 PM

#92

Patinoz ◊
Player

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



12 points

And that with still 60% amateurs in the squad. Been desperately trying to get Mancini to play Batigoal and finally succeeded:

Too bad he retires after season 1 .. cant help but think what he could do in 4-5-1 .. might try that at some point.

BD

01-07-12, 03:55 PM

#93

Patinoz ◊
Player

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

After that last first season I posted the table of I decided to have a look at season 2 and 3, to see how some of my creations progress. They won the league in season 2, and guess the final of the CL in season 3:

Spoiler:



Bastards !!

There were quite some great performances that 3rd season tho:



Larsson wasn't that special but I don't think he did well before, so it's good to know he can do a good job. That 21 league assists for Veron and the 54 goals for Ruud are just among the best I've seen CPU controlled.

BD

01-07-12, 03:55 PM

#94

Patinoz ◊
Player

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

It`s especially the first season that is hard, when the players develop. Once in season 2 they do a lot better already, even the ones I havent touched yet. I`ve chosen the 4-1-2-1-2 for this challenge so I dont have any wingers, the wingbacks can do that job and from the Cafu and Georgatos/R.Carlos screenshots you can see they do just that. I think I`ll do the other 2 rightbacks tonight and hopefully 3 goalkeepers.

BD

01-07-12, 03:56 PM

#95

Patinoz ◊
Player

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

Sorry for the lack of updates, but some things needed my attention. Since I have re-styled 5 more players, the remaining 2 rightbacks Ibarra and P.Ferreira and my 3 DMC`s van Bommel/Vieira/Cambiasso. The result was that we finally were able to win the league:

Ill put up some player performance screenies later ...

BD

01-07-12, 03:56 PM

#96

Patinoz ◊
Player

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

wow thats some good stuff.hoW did city do against united?

Jussie

01-07-12, 03:57 PM

#97

Patinoz ◊
Player

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

Originally Posted by **Blue Demon**

I`ve chosen the 4-1-2-1-2 for this challenge so I dont have any wingers, the wingbacks can do that job and from the Cafu and Georgatos/R.Carlos screenshots you can see they do just that. I think I`ll do the other 2 rightbacks tonight and hopefully 3 goalkeepers. I`m guessing you chose 4-1-2-1-2 as Mancini's favorite formation in the previous tests, right?

When you began playing yourself, did you use the unedited 4-1-2-1-2 as well? (The 86-point title-winning season)

Great great research BTW. Unfortunately, I don't have the time to explore CM myself anymore, but just reading these threads makes me happy.

I was hoping to explore the topic of "Countering Certain Formations" (e.g. what formation is effective against 4-4-2, etc.), maybe someone will find it interesting and run some tests on it: <http://champman0102.co.uk/forum/show...ing-Formations>

emanon

01-07-12, 03:57 PM

#98

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ◊

wow thats some good stuff.hoW did city do against united?

Jussie



BD

01-07-12, 03:58 PM

#99

Patinoz 
Player

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

Originally Posted by **emanon**
I'm guessing you chose 4-1-2-1-2 as Mancini's favorite formation in the previous tests, right?

Yes I did. I also play around with current reputations and role models to get the right players playing. The only thing I avoid is touching atts that are unrelated to CA and I`m not taking control of the team.

Originally Posted by **emanon**

When you began playing yourself, did you use the unedited 4-1-2-1-2 as well? (The 86-point title-winning season)

I only started playing myself to see if this team is strong enough yet to break the 108 goals in 1 season with 1 player record. I got to 87 with Ruud. After that I returned to AI control, so this EPL win with 86 points is AI controlled again.

Originally Posted by **emanon**

Great great research BTW. Unfortunately, I don't have the time to explore CM myself anymore, but just reading these threads makes me happy.

Very much appreciated. It`s been a while since we had a thread like this and as always I`m loving it. Great to know there are still some people interested in this kind of research.

BD

01-07-12, 03:59 PM

#100

Patinoz ◊
Player

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

So after that EPL win and having 18 Tsigalko-like players now I decided to give that 108 goals record another try. So far I`m doing quite well, with this ratio I`ll need 63 games to reach that 108 tho, not sure Ruud will play that many.

BD

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01-07-12, 03:59 PM

#101

Patinoz
Player

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

well the results are a bit disappointing
so CA really has an effect on performance,

coherent with my test that CA200 messi (avg. 8.7-9) is stronger than CA1 messi (8.3-8.6), with the all attributes assigned to 20.

Cantoner

01-07-12, 03:59 PM

#102

Patinoz
Player

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

How is that disappointing or even surprising ? It`s about the right atts in the right places. Why not limit the 1CA player to only two 20`s and retry ?

BD

01-07-12, 04:00 PM

#103

Patinoz
Player

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

108, Ruud is coming.

BD

01-07-12, 04:00 PM

#104

Patinoz
Player

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

200 should be possible really, considering this Ruud is far from ideal with only 71 starting CA and 3 strong CA atts. Same goes for his teammates ofcourse, of which 15 havent even been assigned 3 strong atts yet. Some of those 15 look like amateurs.

BD

01-07-12, 04:01 PM

#105

Patinoz ◊
Player

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

so the CA related atts are ?

evansp3700

01-07-12, 04:01 PM

#106

Patinoz ◊
Player

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

For Ruud it is:

Code:

Finishing 20
Movement 19
Heading 18
Decisions 9
Dribbling 9
Penalties 9
Passing 9
Long Shots 5
Anticipation 5
Crossing 5
Throw ins 5
Creativity 5
Marking 1
Positioning 1
Tackling 1

BD

01-07-12, 04:02 PM

#107

Patinoz ◊
Player

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

Can` t believe this is happening. Ruud has 105 goals with 1 game to go - the CL final:

BD

01-07-12, 04:03 PM

#108

Patinoz ◊
Player

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

Close, but no sigar ... that 1 game he had to be rested mightve cost him.

BD

01-07-12, 04:04 PM

#109

Patinoz ◊
Player

Join Date: 18-12-11

BD, could you highlight which attributes you think are key for different player roles?

I know Baz highlighted them earlier (which has proven very useful) but I'd like a second opinion?

- GK: ?
- DL/DR: ?
- DC: ?
- DMC: ?
- MC: ?
- ML/MR: ?
- AMC: ?
- FC (pacey): ?
- FC (strong): ?

Jesus

01-07-12, 04:04 PM

#110

Patinoz ◊
Player

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

Something like this(mainly based on cpu management):

GK:

- Handling
- Reflexes
- One on ones
- Consistency
- Anticipation
- Positioning
- Decisions
- Determination
- Agility
- Jumping

DL/DR:

- Pace
- Natural fitness
- Acceleration
- Stamina
- Technique
- Teamwork
- Tackling
- Dribbling
- Work rate
- Determination

DC:

- Strength
- Heading
- Jumping
- Natural fitness
- Teamwork
- Tackling
- Stamina
- Marking
- Positioning
- Determination

DMC:

- Teamwork
- Stamina
- Natural fitness
- Passing
- Technique
- Decisions
- Positioning
- Marking
- Anticipation
- Tackling

MC:

- Stamina
- Natural fitness
- Teamwork
- Technique
- Passing
- Decisions
- Acceleration

Dribbling
Anticipation
Work rate

ML/MR:

Pace
Natural fitness
Acceleration
Stamina
Technique
Dribbling
Passing
Decisions
Crossing
Movement

AMC:

Stamina
Technique
Passing
Natural fitness
Movement
Teamwork
Decisions
Dribbling
Acceleration
Pace

FC (pacey):

Finishing
Nat. fitness
Stamina
Technique
Movement
Decisions
Acceleration
Pace
Dribbling
Agility

FC (strong):

Finishing
Nat. fitness
Stamina
Technique
Movement
Decisions
Strength
Heading
Jumping
Passing

BD

01-07-12, 04:04 PM

#111

Patinoz ◊
Player

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

I think any combination of 3/4 out of the top 10 I listed for those positions can make a great player. Certain atts make better combo`s than others, because they somehow collaborate better. Think of set pieces and long shots, jumping and heading ...

Also one position isnt the other when it comes to how many atts need to be high for a good performance, and I think that is where this thread is taking me next; Trying slightly different CA (61-81) with 2 or 4 high CA atts instead of the 3(18/19/20)Ive been using so far.

Not before Ruud breaks that goal record tho ...

BD

01-07-12, 04:05 PM

#112

Patinoz ◊
Player

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

Time to bring this back to life.

Like stated before I had plans to create more Tsigalko-like players with slightly different CA`s and 2/3/4 strong key CA atts. I have to

thank **Trip** for his contribution in all we found so far in this research and also **JohnLocke** for his tool to mass-lower PA(CA). I now have taken the SIM Update and mass-lowered the PA(CA) to create a more Tsigalko friendly environment. Hopefully my creations will now be recognised by the AI in the long run.

I will start by creating 22 central defenders that all have a different combination of CA and key atts in 2 divisions; Spain and England. The first 2 are Pique and Terry, who will have the following changes:

CA 63/PA 123, heading/tackling 20, positioning/marketing/decisions 11, four 6`s, five 4`s and a 1.

More to follow ...

BD

01-07-12, 04:06 PM

#113

Patinoz ◊
Player

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

deems,

you know how you have a model for a pacey striker and a strong one,

what happens for the other positions if players aren't pacey yet the model has pace/acc as one of the att's?

such as def r/l,

what would happen if you had a great fullback who wasn't the fastest? he would be missing 2 of the key att's for that position would he not?

Beez

01-07-12, 04:06 PM

#114

Patinoz ◊
Player

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

Tbh I only did the 2 types of strikers because Jesus asked for them.

Anyone who is a great player, but lacks certain key atts(irl or cm)is likely to be amazing in other key atts. Beckham is a good example of a great player that lacked key atts that are typical for a winger.

BD

01-07-12, 04:06 PM

#115

Patinoz ◊
Player

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

would they not underperform tho if the key att's for that position wer low? ok other att's may be high but if they really are key att's and some are missing surely it will affect a players performance? otherwise are they really that key if a player can still perform even if some of them are low?

also in the screens i see, are the strikers being tested against defenders who are top notch and have been developed that way or just ordinary defenders?

cheers

Beez

01-07-12, 04:07 PM

#116

Patinoz ◊
Player

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

Have you got a list of key attributes for a DMC?

Jesus

Patinoz ◊
Player

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

Many rate Tsigalko above Tó Madeira as a striker.
But in a few large 'striker simulations' I've done (load a tactic where SC scores loads, and go on holiday without selling) Tó nearly always has a better career, eg, scores more especially.
This could be due to holidaying tho, but still interesting.

Also, both got dwarfed by 3.9.68 Skalidis and Papadopoulos. Papadopoulos has the slight edge because he isn't injury prone like Skalidis and therefore gets more matches in and, in my tests, a better career. But Skalidis is the most efficient lethal striker in all of the tests

Ruben

Patinoz ◊
Player

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

in these tests tho, is he playing against other players that have been made like him? or just run of the mill defenders?

Beez

Patinoz ◊
Player

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

@ Jesus; control+F DMC

@ Ruben; I dont think it matters who of the low CA players is actually the best, this thread could well have the name of To instead of Tsigalko. Ruud is often spoken of like he is the god of the .60 and .68 but when I snatched him for my Man City Tsigalko style team, Andrew Cole got the same freaky performances as Ruud. So teammates also play a huge role.

@ Beez; what I want to do is create loads of players this way, so also defenders to stop the Tsigalko-like attackers. I have created 12 DC`s so far and I`m running tests now. All have been created with only 2 strong CA atts, the rest unchanged. I will show some screenshots of the test I`m running right now once the 1st season is over.

BD

Patinoz ◊
Player

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

deems,
what is the diff between the 10 key atts, and the ca15 att's in making a player perform better?

Beez

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ►

To save the debate:

GK: Anticipation, Decisions, Handling, Heading, Positioning, Reflexes, Tackling, One on Ones
Full backs: Anticipation, Crossing, Decisions, Dribbling, Marking, Positioning, Tackling, Team work
Centre Backs: Anticipation, Decisions, Heading, Marking, Positioning, Tackling, Strength
Wingers: Agility, Balance, Crossing, Dribbling, Flair(If you please), Set pieces(If you please), Passing, Teamwork
Centre Mids: Have pretty much everything, but can vary if you want a more defensive or more attacking player
Strikers: Decisions, Finishing, Heading (depending on the striker), Movement (Depending on the striker) Natural Fitness, Strength (depending on the striker).

For the strikers and centre mids, you'd be best off doing one of each, so one more defensive mid, and one more attacking mid, and with the strikers, one pacey striker with lots of movement, and one big strong striker, that should give you decent outcomes if you do it the same for the other team. If you do require help creating the players just drop a PM to one of us and we'll help you out when possible.

whats the score with these atts? some of them are different to the key att's - **GK:**

Handling
Reflexes
One on ones
Consistency
Anticipation
Positioning
Decisions
Determination
Agility
Jumping

DL/DR:

Pace
Natural fitness
Acceleration
Stamina
Technique
Teamwork
Tackling
Dribbling
Work rate
Determination

DC:

Strength
Heading
Jumping
Natural fitness
Teamwork
Tackling
Stamina
Marking
Positioning
Determination

DMC:

Teamwork
Stamina
Natural fitness
Passing
Technique
Decisions
Positioning
Marking
Anticipation
Tackling

MC:

Stamina
Natural fitness
Teamwork
Technique
Passing
Decisions
Acceleration
Dribbling
Anticipation
Work rate

ML/MR:

Pace
Natural fitness
Acceleration
Stamina
Technique
Dribbling
Passing
Decisions
Crossing
Movement

AMC:

Stamina
Technique
Passing
Natural fitness
Movement
Teamwork
Decisions

Dribbling
Acceleration
Pace

FC (pacey):

Finishing
Nat. fitness
Stamina
Technique
Movement
Decisions
Acceleration
Pace
Dribbling
Agility

FC (strong):

Finishing
Nat. fitness
Stamina
Technique
Movement
Decisions
Strength
Heading
Jumping
Passing

and then there is the other 15 att's , CA 15

Anticipation
Crossing
Decisions
Dribbling
Finishing
Heading
Long Shots
Marking
Movement
Passing
Penalties
Positioning
Tackling
Throw ins
Vision

are they meant for specific player positions? they seem to be just an overall list for every player?

whereas the 10 key atts are with the name of the position beside each specific att that it needs.

thats 3 sets of different att's as far as i can make out if you include this one,

[using the guide for vital atts and usefull atts per position, **Goalkeepers**

A breed apart from the rest of the lads, the man between the sticks has his own specific areas of expertise and skill that you should look out for. Handling, reflexes and agility are all attributes reserved for goalies and it's these three skills that are the core of his overall ability. Good positioning, the ability to jump and good strength will also come in handy when your goal is under siege.

Vital Skills: Handling, Reflexes, Agility

Desirable Skills: Positioning, Jumping, Strength

Fullbacks

A hugely demanding role. Today's fullback needs to have the pace and stamina to get forward and the skills to be effective when he gets there. Above all, though, he needs to excel at his defensive duties and have excellent positional awareness in order o keep the opposition's wide players at bay.

Vital Skills: Positioning, Tackling, Marking, Stamina, Jumping, Strength, Heading

Desirable Skills: Passing, Pace, Acceleration, Crossing

Centrebacks

The traditional image is one of a lumbering clogger, hired for his brute strength and his ability to risk various parts of his anatomy in order to protect his goal. This is only part of the story, though, for while you'll find plenty of highly rated centrebacks in the lower divisions, in takes a lot more than brawn to make it as a stopper at the top level.

Vital Skills: Positioning, Jumping, Tackling, Marking, Aggression, Strength, Bravery, Heading

Desirable Skills: Stamina, Anticipation, Determination, Pace, Acceleration

Defensive Midfield

These defensive players represent the engine room of your midfield and the anchormen that hold the side together. Attacking sides may look to play without these players, but lower division teams and those looking to break down the flair and creativity of the opposition will look for these guys to toughen things up in midfield.

Vital Skills: Tackling, Strength, Aggression, Marking, Stamina, Work Rate, Teamwork

Desirable Skills: Determination, Passing, Pace, Acceleration

Attacking Midfield

This is where you'll be looking for creativity. These guys will demand the ball and pull the strings throughout the 90 minutes. They'll need to have the skills to break down the opposition, either through their passing or their own attacking instincts. They are among the most difficult players to find in the game. Treasure them.

Vital Skills: Creativity, Passing, Off The Ball, Technique, Finishing

Desirable Skills: Stamina, Work Rate, Teamwork, Flair, Long Shots, Pace, Acceleration

Wingers

These guys are the mercurial entertainers who are in the side to provide ammunition for the forwards. The supporters will turn up in their droves to watch a winger twist and turn his fullback into the ground. But many teams, particularly at the lower levels, don't have room to

support the traditional winger. These days a wide man is expected to toil for his own team as well as torment the opposition, so midfielders who can play on the wing or in the centre are often a good choice.

Vital Skills: Crossing, Creativity, Dribbling, Pace, Acceleration, Balance, Technique, Passing

Desirable Skills: Finishing, Long Shots, Teamwork, Work Rate, Off The Ball

Forwards

Goals win games, there's no denying that; and for these guys banging one in the net is a priority. However, the modern-day forward can bring more to a team than just his finishing ability. Combining a natural goalscorer with a creative forward player can be a deadly cocktail that spells trouble for opposing defences, and goals galore for you. The real life examples are numerous - look at Beardsley and Cole, or Bergkamp and Henry. [dated, or what?]

Vital Skills: Creativity, Finishing, Off The Ball, Dribbling, Passing, Technique, Pace, Acceleration

Desirable Skills: Teamwork, Flair, Balance, Long Shots, Anticipation, Crossing

Strikers

The goal machine. The man who can single-handedly decide the fate of the team. Without this fella banging the ball in the net all that lovely approach play is wasted. You want him in the box sniffing out goals, even if that's his sole contribution to the team effort. If you get a good striker, make sure they are not isolated - make midfielders support him and widemen feed him the ball and play to his strengths. If he has good heading and jumping ratings, modify your style of play to get the ball in high. If he's good on the ground or has good movement and creativity, consider short passes to exploit his pace and finishing skills.

Vital Skills: Finishing, Off The Ball, Jumping, Heading, Anticipation

Desirable Skills: Pace, Acceleration, Strength, Aggression, Long Shots

was thinking last night as well,

what about the players in lower leagues, say the championship and down to conference, how would you go about making these players perform well? all i can see is players with the max att for some abilities, what about if the plaeyr wasnt as good, how would you go about making him perform but keep him kinda realistic?

cheers

Beez

01-07-12, 04:10 PM

#122

Patinoz ◊
Player

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

so many guides as to what makes who a better player hard to keep track, woudl be good if there was just 1 list for all to note and use

tests with players from different positions with and without the atts they need to see if they do or don't perfrom better, say tested over 5 holiday seasons?

Beez

01-07-12, 04:10 PM

#123

Patinoz ◊
Player

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

looking thru the original games editor, do you even think that they guys went as in depth about the game as we do? i really dont think they did.

Beez

01-07-12, 04:10 PM

#124

Patinoz ◊
Player

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

Everything seems to be going in 1 mix now. CA15 has nothing to do with any of the key atts lists.

Key atts lists, wether it are the ones I posted, the ones Baz posted or what you posted above are all based on personal observations or opinions. I suppose everyone uses somekind of logic or research to make these lists, what works is something everyone should test for themselves. Teammates, opponents, tactics, position, etc all play a role in performances so it` s not all about attributes either.

As for making players perform good without elite attributes, the principle stays the same, just with 15/16/17 as highest(strongest)atts instead of 18/19/20.

BD

Patinoz 
Player

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

These discussions remind me very much of the Pro Cycling Manager database discussions I had on attributes in that game. They use 50 to 85 scale for things like climbing, time trialling, sprinting, stamina, resistance, recuperation etcetera. And potential from 1 to 8 to define how far they can come. But in that game, you could control the max stats they could attain per potential. (for example, you could define it so that nobody would ever reach the (overpowered) 85 stat in anything). You could even control it per type of rider (climber, time trialist, stage-racer, sprinter, etcetera)

It's a shame CM 01/02 doesn't have this. If we had better control of what sort of player could reach maximum in every attribute, for certain areas of PA....then it would be much more perfect

Ruben

« Final Fantasy VII Remake | Russia - Latest Transfers and Loans »

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01-07-12, 04:11 PM

#126

Patinoz
Player

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

If we(updaters)had to set a seperate CA and PA for every single attribute I doubt there would be an update for cm0102 today.

This game`s simplicity is its success.

BD

01-07-12, 04:12 PM

#127

Patinoz
Player

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

Originally Posted by Patinoz

Time to bring this back to life.

Like stated before I had plans to create more Tsigalko-like players with slightly different CA`s and 2/3/4 strong key CA atts. I have to thank Trip for his contribution in all we found so far in this research and also JohnLocke for his tool to mass-lower PA(CA). I now have taken the SIM Update and mass-lowered the PA(CA) to create a more Tsigalko friendly environment. Hopefully my creations will now be recognised by the AI in the long run.

I will start by creating 22 central defenders that all have a different combination of CA and key atts in 2 divisions; Spain and England. The first 2 are Pique and Terry, who will have the following changes:

CA 63/PA 123, heading/tackling 20, positioning/markings/decisions 11, four 6`s, five 4`s and a 1.

More to follow ...

BD

Thought I`d quote myself so there is at least a chance people will get what the hell I`m on about now.

So I created 12 DC`s so far. I had to lower the PA to 103 because they were developing into monsters. I might have to lower it some more later on but for now this will do. To give you an idea how these 12 guys look I have put what I consider to be important atts for this position in a schedule, to make it easy to compare:

Name | Acce | Dete | Head | Jump | Mark | NFit | Pace | Posi | Stam | Stre | Tack | Team | -----

Amorebieta | 12 | 13 | 10 | 15 | 20 | 15 | 12 | 20 | 14 | 14 | 10 | 14 |
Carragher | 9 | 16 | 10 | 16 | 20 | 16 | 9 | 10 | 14 | 18 | 20 | 16 |
Escudé | 13 | 14 | 10 | 14 | 20 | 13 | 13 | 10 | 17 | 14 | 20 | 14 |
Ferdinand | 14 | 18 | 20 | 16 | 20 | 16 | 13 | 10 | 14 | 15 | 10 | 16 |
Kompany | 13 | 15 | 20 | 15 | 10 | 16 | 13 | 20 | 16 | 15 | 10 | 14 |
Mertesacker | 9 | 13 | 10 | 18 | 10 | 15 | 12 | 20 | 13 | 16 | 20 | 17 |
Nano | 11 | 15 | 10 | 14 | 10 | 16 | 13 | 20 | 16 | 15 | 20 | 13 |
Pepe | 15 | 17 | 20 | 16 | 20 | 18 | 15 | 10 | 16 | 16 | 10 | 14 |
Piqué | 11 | 16 | 20 | 16 | 10 | 16 | 12 | 10 | 17 | 16 | 20 | 16 |
Rami | 13 | 17 | 20 | 16 | 10 | 16 | 12 | 20 | 15 | 16 | 10 | 15 |
Taylor, S. | 11 | 14 | 10 | 14 | 20 | 14 | 13 | 20 | 15 | 13 | 10 | 14 |
Terry | 11 | 20 | 20 | 17 | 10 | 18 | 11 | 10 | 18 | 20 | 20 | 18 |

Please be aware that these are all numbers at gamestart; so this means no training or CA development has happened. If I recall well from earlier tests the 10`s can grow 5 points in the first season.

Only 4(tackling/positioning/marketing/heading)of these 12 atts belong to the CA related ones(also known as CA15)and those 4 are the ones I have rotated. So I have 6 different combinations of two 20`s in both Spain and England.

It`s been hard to get the AI to use these guys in some cases but I`m hopeful that in my current test they will all play a reasonable amount of games. I`m curious to see how they perform.

BD

The Following User Says Thank You to Patinoz For This Useful Post:

ninquem

01-07-12, 04:13 PM

#128

Patinoz ◊
Player

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

And the winner of round 1 is:

BD

01-07-12, 04:13 PM

#129

Patinoz ◊
Player

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

Cheers for the response guys. I also thought it was a pretty amazing performance for a DC. I dont often see central defenders in the top league avr list.

I wanted to post the same schedule of 12 atts after season 1 development but I then discovered Terry had 63 CA/63 PA. I think I remember I saw someone post that when this happens it`s a CMScout reading error, but I wonder if it is since Terry did not develop in the same way as the others in the 3 atts that are 10 in the game start schedule. The rest all had their 10`s develop into 14`s and Terry had 11`s.

I`m running a new test atm where everyone had the correct 103 PA at game start and I will show their att development in a schedule. Also I`m curious to see if Nano can repeat his amazing performance and that it wasnt just a freak.

BD

01-07-12, 04:15 PM

#130

Patinoz ◊
Player

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

Originally Posted by **Janis89**
Very interesting this .

Curious on what you discover.
It`s nice to see people are following this. We`re bound to discover some new stuff along the way.

Originally Posted by **mgwrn**
Really interesting thread. Just out of curiosity how does Mertesackers stats compare with Nano? They both have 20 for tackling and positioning and their other atts are similar.

I didnt have the chance to check Mertesackers indidual stats, because I`m running some tests unrelated to this subject now. I have the 2nd testgame saved tho so I was able to compare the atts at gamestart with the end of season 1. These are shown in the schedule below.

Code:

Name Acce Dete Head Jump Mark NatF Pace Posi Stam Stre Tack Team	-----
Amorebieta, Fernando 12 13 10 15 20 15 12 20 14 14 10 14	
Amorebieta, Fernando 14 13 14 17 20 17 14 20 17 16 14 15	-----
Carragher, Jamie 9 16 10 16 20 16 9 10 14 18 20 16	
Carragher, Jamie 10 16 14 18 20 17 10 15 16 19 20 18	-----
Escudé, Julien 13 14 10 14 20 13 13 10 17 14 20 14	
Escudé, Julien 15 15 14 16 20 15 15 14 19 16 20 16	-----
Ferdinand, Rio 14 18 20 16 20 16 13 10 14 15 10 16	
Ferdinand, Rio 17 18 20 19 20 19 15 14 17 18 14 18	-----
Kompany, Vincent 13 15 20 15 10 16 13 20 16 15 10 14	
Kompany, Vincent 15 15 20 17 14 18 15 20 18 17 14 16	-----
Mertesacker, Per 9 13 9 18 9 15 12 20 13 16 18 17	
Mertesacker, Per 10 13 13 19 13 16 13 20 16 17 20 19	-----
Nano 11 15 10 14 10 16 13 20 16 15 20 13	
Nano 13 15 14 16 14 18 15 20 18 17 20 15	

Pepe | 15 | 17 | 20 | 16 | 20 | 18 | 15 | 10 | 16 | 16 | 10 | 14 |
 Pepe | 17 | 17 | 20 | 18 | 20 | 20 | 17 | 14 | 18 | 18 | 13 | 16 |

Piqué, Gerard | 11 | 16 | 20 | 16 | 10 | 16 | 12 | 10 | 17 | 16 | 20 | 16 |
 Piqué, Gerard | 13 | 15 | 20 | 18 | 14 | 18 | 14 | 14 | 19 | 18 | 20 | 18 |

Rami, Adil | 13 | 17 | 20 | 16 | 10 | 16 | 12 | 20 | 15 | 16 | 10 | 15 |
 Rami, Adil | 15 | 17 | 20 | 18 | 14 | 18 | 14 | 20 | 17 | 18 | 14 | 17 |

Taylor, Steven | 11 | 14 | 10 | 14 | 20 | 14 | 13 | 20 | 15 | 13 | 10 | 14 |
 Taylor, Steven | 13 | 14 | 14 | 16 | 20 | 16 | 15 | 20 | 17 | 15 | 14 | 16 |

Terry, John | 11 | 20 | 20 | 17 | 10 | 18 | 11 | 10 | 18 | 20 | 20 | 18 |
 Terry, John | 13 | 20 | 20 | 19 | 14 | 20 | 13 | 14 | 18 | 20 | 20 | 20 |

You can see that most of the players have similar development. The CA related 10`s grow to 14`s for allmost all players, except for Carragher whose positioning reached 15. Could be a one off tho. Another strange thing is Mertesacker; where in test 1 he had 10 heading/marking and 20 positioning/tackling in test 2 he has 9/9/20/18. Really weird considering the numbers in the editor are exactly the same, unchanged. The atts unrelated to CA generally show a growth of 2 points except for some like Ferdinand who gained 3 points in some atts. This could be the cause of better coaches.

Next I will make a list of the average ratings/tackles/etc of these 12 players based on test 2. I can already say Nano did even better !

BD

01-07-12, 04:17 PM

#131

Patinoz ◊
 Player

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

Super Nano !!

Will post the other 7 later tonight.

BD

01-07-12, 04:18 PM

#132

Patinoz ◊
 Player

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

So, here`s how the rest of the chaps did:

Code:

Name | App | MoM | Tack | AvR |

Nano |35 | 5 | 6.0 | 7.83 |
Rami, Adil |32 | 1 | 4.5 | 7.59 |
Ferdinand, Rio |10(6)| 0 | 2.1 | 7.50 |
Mertesacker, Per |26(6)| 1 | 3.6 | 7.44 |
Kompany, Vincent |22(3)| 1 | 3.1 | 7.44 |
Piqué, Gerard |32(2)| 0 | 3.1 | 7.38 |
Carragher, Jamie |24(3)| 4 | 3.9 | 7.37 |
Amorebieta, Fernando |35 | 1 | 5.8 | 7.20 |
Taylor, Steven |31 | 0 | 5.0 | 7.16 |
Terry, John |33 | 1 | 3.4 | 7.15 |
Escudé, Julien |27 | 2 | 3.4 | 7.00 |
Pepe |18(6)| 0 | 2.4 | 7.00 |

Ferdinand had an injury early in the season and hardly got back into the first team ahead of Phil Jones, so his performance is a bit flawed. Now it`s time for me to create some more DC`s, this time with 3 strong CA atts. Their CA will be a bit higher because of that.

01-07-12, 04:18 PM

#133

Patinoz ◦
Player

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

So, last night 4 new star DC`s were born; Dunne(Aston Villa), Moreno(Espanyol), Kaboul(Tottenham) and Demichelis(Malaga). They all have 72 CA, 112 PA and a 20/19/19 combination of key atts. In a new testgame one of the new guys broke the league AVR record:



01-07-12, 04:18 PM

#134

Patinoz ◦
Player

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

Well, that record didnt last long.

01-07-12, 04:19 PM

#135

Patinoz ◦
Player

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

BD, I love seeing this! Also, you shouldn't have included me in the acknowledgments, I hardly told you anything you didn't know already

Btw, again I stress on the importance of GK's Savegame Editor in player generation. I don't know if you need to use it regularly, since after so much time you have a finely tuned feel for the stuff, but for anyone with less experience it's invaluable.

Trip

01-07-12, 04:19 PM

#136

Patinoz ◦
Player

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

Interestingly, they all have average anticipation. Is this attribute overrated?

faz44

01-07-12, 04:19 PM

#137

Patinoz ◦
Player

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

Behind the obvious 4(heading/positioning/marketing/tackling)anticipation and decisions are the most important CA atts for DC`s, so I`ve made these average on purpose.

Originally Posted by **Trip**

BD, I love seeing this! Also, you shouldn't have included me in the acknowledgments, I hardly told you anything you didn't know already

Btw, again I stress on the importance of GK's Savegame Editor in player generation. I don't know if you need to use it regularly, since after so much time you have a finely tuned feel for the stuff, but for anyone with less experience it's invaluable.

I`m certainly planning on using it in this project. I`m very interested in how the strength of the attributes weigh in these performances and when players will benefit more from 1 particular strong key att in comparison to 2 slightly less strong key atts, same for 2 vs 3/3 vs 4/etc. There is ofcourse a shitload of combinations to think of and I`ll be trying to compare the ones I think are most likely to generate brilliant performances. Speaking of those, I got another record breaker by who else than ...

That one will be hard to beat I reckon. I now have 24 DC`s in my DB and will share some more stuff later tonight.

BD

01-07-12, 04:20 PM

#138

Patinoz ◦
Player

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

A question on anticipation then, BD. It seems to me that anticipation is the only key mental/personality attribute you can't improve through training or discipline. Would you think that if you are looking to buy young defenders, it's a vitally important stat? You can coach the "obvious 4" but you can't coach anticipation.

faz44

01-07-12, 04:20 PM

#139

Patinoz ◦
Player

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

I wouldnt look for anticipation unless I was searching a goalkeeper. It`s not key or vital for any other position imo.

BD

01-07-12, 04:21 PM

#140

Patinoz ◦
Player

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

Hmmm... OK. Been trying to construct a backroom staff and coaching schedule that will turn players from zeros to heroes and that starts with the players you sign. This changes my ideas a wee bit.

faz44

01-07-12, 04:21 PM

#141

Patinoz ◊
Player

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

I believe that whether a player becomes a hero has little to do with training and CA/att development. The strength distribution happens when a player is born and doesn't change much after that. For example a 20 that starts as a 20 is much stronger than a 20 that started as a 16.

BD

01-07-12, 04:22 PM

#142

Patinoz ◊
Player

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

To illustrate; below you can see the 12 DC's I have created with 3 strong key CA atts. Each have a combination of the big 4(20-19-19 in editor). The 20 starts as a 20 and therefore is the strongest. The 19's start as 16 mostly and develop into 20's, even the 15's do. So when you look at these players after development you wouldn't know which 20 was strongest. Also I suspect that for example the 20 tackling Nano starts with a different strength than the 20 tackling Musacchio starts with, because he has less high CA atts.

Name | Acce | Dete | Head | Jump | Mark | NatF | Pace | Posi | Stam | Stre | Tack | Team | -----

Barnett, Leon | 13 | 12 | 8 | 16 | 16 | 15 | 13 | 16 | 17 | 14 | 20 | 12 |

Barnett, Leon | 14 | 12 | 11 | 17 | 20 | 16 | 14 | 20 | 18 | 15 | 20 | 14 | -----

Demichelis, Martín | 13 | 18 | 20 | 13 | 15 | 11 | 12 | 8 | 13 | 14 | 15 | 12 |

Demichelis, Martín | 14 | 18 | 20 | 14 | 20 | 12 | 13 | 12 | 14 | 15 | 20 | 14 | -----

Domínguez, Álvaro | 14 | 16 | 8 | 14 | 16 | 12 | 12 | 16 | 12 | 15 | 20 | 13 |

Domínguez, Álvaro | 15 | 16 | 12 | 15 | 20 | 13 | 13 | 20 | 14 | 16 | 20 | 15 | -----

Dunne, Richard | 9 | 15 | 20 | 17 | 8 | 14 | 11 | 15 | 12 | 15 | 15 | 16 |

Dunne, Richard | 11 | 15 | 20 | 19 | 12 | 16 | 13 | 20 | 14 | 17 | 20 | 18 | -----

Ferdinand, Anton | 13 | 14 | 16 | 13 | 8 | 15 | 13 | 16 | 15 | 14 | 20 | 14 |

Ferdinand, Anton | 15 | 14 | 20 | 15 | 11 | 17 | 15 | 20 | 18 | 16 | 20 | 15 | -----

Flaño, Miguel | 12 | 14 | 15 | 13 | 15 | 14 | 12 | 9 | 14 | 12 | 20 | 12 |

Flaño, Miguel | 13 | 14 | 20 | 14 | 20 | 15 | 13 | 12 | 16 | 13 | 20 | 14 | -----

Jordi | 14 | 15 | 20 | 12 | 16 | 14 | 15 | 16 | 13 | 13 | 8 | 14 |

Jordi | 15 | 15 | 20 | 13 | 20 | 15 | 16 | 20 | 16 | 14 | 12 | 16 | -----

Kaboul, Younes | 13 | 14 | 20 | 16 | 16 | 12 | 14 | 8 | 14 | 17 | 16 | 12 |

Kaboul, Younes | 15 | 14 | 20 | 18 | 19 | 14 | 16 | 11 | 17 | 19 | 20 | 13 | -----

Moreno, Héctor | 12 | 16 | 20 | 11 | 8 | 15 | 11 | 15 | 15 | 13 | 15 | 13 |

Moreno, Héctor | 14 | 16 | 20 | 13 | 12 | 17 | 13 | 19 | 17 | 15 | 18 | 15 | -----

Musacchio, Mateo | 15 | 14 | 16 | 12 | 8 | 14 | 14 | 16 | 12 | 11 | 20 | 11 |

Musacchio, Mateo | 16 | 14 | 20 | 13 | 12 | 15 | 15 | 20 | 14 | 12 | 20 | 13 | -----

Shawcross, Ryan | 11 | 15 | 20 | 16 | 15 | 13 | 11 | 15 | 16 | 15 | 8 | 15 |

Shawcross, Ryan | 13 | 15 | 20 | 18 | 20 | 15 | 13 | 20 | 18 | 17 | 12 | 17 | -----

Williams, Ashley | 13 | 16 | 16 | 13 | 16 | 14 | 13 | 8 | 17 | 11 | 20 | 12 |

Williams, Ashley | 15 | 16 | 20 | 15 | 20 | 16 | 15 | 12 | 19 | 13 | 20 | 14 |

BD

01-07-12, 04:24 PM

#143

Patinoz ◊
Player

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

To and Martin are both -2; Tsigalko is -1 and usually retires early (34-35)
In my experience, Ruud rarely retires earlier than 37.

What Anticipation seems to help with is attempted headers. It's mostly a guess, but an educated one, based on a high-Ant striker I made once. Forgot to set his jumping so it ended up a 9 or so, but still he stubbornly tried (and mostly failed) to win headers. So I started

looking closely at other guys with high Anticipation and the pattern seemed to repeat. A guy that sometimes illustrates this is one of the super-bargains in 3.68, Paul Tierney, who is a D/MLC with very high Anticipation, Positioning and occasional Jumping (it's 0 in the Editor). Whenever chance favours him with high Jumping he tore up the header match-stats (attempting many, winning almost all).

Btw, on the FM messageboards some crazy researchers have more or less broken down what att does what during the actual match; I tried askingthem if they think the same goes for CM3 atts (most of them have been retained in FM), but got no answer.

Trip

01-07-12, 04:24 PM

#144

Patinoz ◊
Player

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

Ahh so Tsigalko was -1. None of my players will reach as high CA as those -1/-2 PA guys, but wether that will affect their retirement age remains to be seen. For the first time I holidayed past season 1 to see if any of the older guys would retire and so far 2 did. In season 3 I found the regen of Jamie Carragher at Man Utd:

Spoiler:

Wonder if he can battle himself into the first team next season.

Also, the regen of Rio Ferdinand was snapped up on a free:

Spoiler:

Forest is still in the First Division so before we see this chap at the highest level could take a while.

Last but not least, the tackles/game record was shattered:

Spoiler:



Right now I`m gonna holiday season 4 to see if anyone else retires. Nano, Escude and Dunn are all 34 atm. Cant wait for Nano`s regen tbh.

BD

Patinoz ◊
Player

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

Because positioning isnt `reset` the regen of Demichelis is now the monster of all monsters:



Oh my, if this guy moves to Spain or England, no record will be safe.

BD

Patinoz ◊
Player

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

Surely no attributes are reset and a regen takes on exactly the stats of the player he replaces at the point of retirement?

Alan

Patinoz ◊
Player

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

Nope. Some players (it happens relatively often actually) get a substantial increase in Positioning. I've seen it happen with Creativity, too.

Trip

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ►

Surely no attributes are reset and a regen takes on exactly the stats of the player he replaces at the point of retirement?

Alan

Originally Posted by **Patinoz**

Nope. Some players (it happens relatively often actually) get a substantial increase in Positioning. I've seen it happen with Creativity, too.

Trip

Tapani told me that there was this issue with positioning not being reset in regeneration. I think this explains the crazy amount of players with high positioning after 5+ seasons. I think it also explains why the goals dry up.

Positioning got the exact same intrinsic value for Demichelis regen as the two 19`s I used, while I only used 10 for that particular attribute. It seems that the numbers used in the editor have no effect at all on the 2nd/3rd/etc generation.

BD

01-07-12, 04:27 PM

#149

Patinoz ◊
Player

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

Let me introduce you guys to:

Terry`s regen.

and ...

Escude`s regen.

BD

01-07-12, 04:27 PM

#150

Patinoz ◊
Player

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

Ok I'm trying to create my 2 best friends and myself as super talents in the game 16 years old

But, according to SIM-style (with CA-related stuff), and I don't want to be overpowered in the start. I read the CA15, the CA18/ECA14 tables and fiddled about. Our CA turn out between 90-108 (the winger is demanding and ends up at 108). It's pretty high compared to other players (f.ex huntelaar also has 108CA I think?), but we are super talents. So it would not be bad right? What is a good PA? I know the gap should not be huge so I made it between 130-139 for us three.

Ruben

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01-07-12, 04:28 PM

#151

Patinoz
Player

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

I think DC`s, like I created, are pretty exceptional; they rely most on attributes that are not CA related. It`s not strange to use ~20 more for other positions, just because they benefit from more CA related atts.

BD

01-07-12, 04:28 PM

#152

Patinoz
Player

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

The regen of Carragher has developed into a world class player quickly. First choice for both Utd and England atm:

The regen of Demichelis has been spot:

The regen of Dunne has been born:

I`m curious to see if any of these regens can come close to any of the records that were set earlier. The past seasons nobody has been even close.

BD

01-07-12, 04:29 PM

#153

Patinoz
Player

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

Holy shit... Carragher regen looks like a beast

What is his CA/PA? Just curious :X

info

01-07-12, 04:29 PM

#154

Patinoz ◊
Player

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

I'd love to able to re-create Guiseley's ability to produce regens, be great to add to clubs with decent academys to produce good youngsters

Dermo

01-07-12, 04:29 PM

#155

Patinoz ◊
Player

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

didnt they have negative reputation?

Ruben

01-07-12, 04:29 PM

#156

Patinoz ◊
Player

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

Something like that. Apparently can't be recreated.

Dermo

01-07-12, 04:29 PM

#157

Patinoz ◊
Player

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

Something like that. Apparently can't be recreated.

Dermo

01-07-12, 04:30 PM

#158

Patinoz ◊
Player

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

Originally Posted by **info0**
Holy shit... Carragher regen looks like a beast
What is his CA/PA? Just curious :X

Webber has already reached his PA. He has currently 103 CA and 103 PA like Carragher had.

Originally Posted by **Dermotron**
I'd love to able to re-create Guiseley's ability to produce regens, be great to add to clubs with decent academys to produce good youngsters

Originally Posted by **Ruben**
didnt they have negative reputation?

Something must be hardcoded into the game that makes the best regens appear at particular clubs like Guiseley. It happens too much to be a coincidence.

Some new screenies:

Traditionally, Arsenal has snapped up french starlet Escude Junior:

Dunne`s regen is gonna partner Carragher`s at Utd and has played 2 games for Ireland already, one being a 3-0 win over Italy in the World Cup Qualifying - he got a 9 in that match:

And finally league avr record holder(8.31)Nano has retired, after playing at non-league side Oviedo till his 38th birthday:

BD

01-07-12, 04:32 PM

#159

Patinoz ◊
Player

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

Some guys start with a CA that is even lower than what I gave their originals(63 or 72). That gives them even more room to grow. In the current season(7th)we finally have a serious tackles/game record attempt:

The record is still held by Amorebieta - 6.7 tackles/game 32 league games.

BD

01-07-12, 04:32 PM

#160

Patinoz ◊
Player

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

Notice how all the regens at Guiseley (and Alfreton) are Irish, Scottish or Welsh... If you load CM Scout you will likely find that the club reputation is ludicrously high.

Alan

01-07-12, 04:32 PM

#161

Patinoz ◊
Player

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

Braintree were another. Haven't checked, but had anyone noticed a lack of regens since both of them are in the Conference and thus playable now?

I had a 5 season game with Braintree in the conference and don't think I had a single decent regen

Dermo

01-07-12, 04:33 PM

#162

Patinoz ◊
Player

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

Their rep is 65498, while the normal max is 10000(Barca has that). Crazy stuff. Braintree has only 1074.

BD

01-07-12, 04:33 PM

#163

Patinoz ◊
Player

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

Awesome

Be great to be able to replicate that!

Dermo

01-07-12, 04:33 PM

#164

Patinoz ◊
Player

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

Btw BD, you were right about positioning increasing close to retirement:

Alan

01-07-12, 04:34 PM

#165

Patinoz ◊
Player

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

I knew it !

Do you still have savepoints for these seasons ? It seems to me that as soon as other CA atts go down, positioning starts going up, so it would be interesting to see what the CA did in that graph. Also I`m interested in the age the player in question had in the graph. Top stuff alan. We found something new, again !

BD

01-07-12, 04:34 PM

#166

Patinoz ◊
Player

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

The player started at 24 (and about 4 months), and I took the details as close as I possibly could to 10th July each year. I don't have the save points as I overwrote but I kept an eye on the CA and it was generally level give or take a few points until the age of 34, then dropped from the 170 region gradually down to 130ish at retirement, increasingly quick as death became closer. He retired at 38.

Significant in my opinion

* a sudden loss of mental and technical values when hitting 32, no change for the best part of two years, and then a gradual drop in all (okay, most) of these attributes until retirement, generally a loss of 3-4 points, positioning being the obvious notable exception.

* No movement at all in physical attributes until age 34. Not surprising as at 24 he should be physically fully developed, and his natural fitness was 17, injury proneness relatively low (can't recall ottomh). Then from 34 onwards a dramatic drop for four years, making the guy an invalid at retirement date.

* Early on the rise in attributes in the first year I would suggest is purely down to training and CA/PA gap closing (he starts with 20 difference). No idea what is going in in year 2 but I can only guess it is just the game rebalancing the player once training skills is maximised. The fluctuation in crossing is not significant, but perhaps hitting 30 and gaining a couple of points in decisions shows the benefit of ageing? That wouldn't explain dropped again later, so maybe I am looking for something that isn't there.

Alan

01-07-12, 04:34 PM

#167

Patinoz ◊
Player

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

Cheers for that Alan. This could mean that whatever we do, positioning is gonna explode in the future no matter what. My DC`s sometimes start their career with positioning 8(Demichelis/Kaboul/Williams)or 9(Flano). I didnt see how Demichelis looked just before he retired(I wasnt tracking it yet)but his regen has 20, so that is possibly +12 in total. The `twin` of Demichelis in England is Kaboul, who is 34 in my game atm, but his 8 positioning is now `only` 13. Will track it ofcourse. Flano however, already has 18 positioning in my game atm, and he started with 9. He is 35 yo.

BD

01-07-12, 04:34 PM

#168

Patinoz ◊
Player

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

I think that in-game values aren't as good an indicator as intrinsic values. The drop in in-game atts, I think, would've been purely because of the CA drop, which btw doesn't affect intrinsic values in any way. It's even possible for CA to drop and intrinsic values to rise.

Trip

01-07-12, 04:35 PM

#169

Patinoz ◊
Player

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

Intrinsic value (my term) is the actual strength of an attribute and the reason To Madeira is a beast, for example. It measures in the range of 131-130, passing through 0 on the way.

The weakest intrinsic value for an attribute is 131. From then on it rises up to 255, then flips back to zero and rises to 130. Effectively, 131 is the "0" and 130 is the "255". In my experience, intrinsic value has a much bigger effect on performance than CA-value. CA value is the numbers that rise when CA rises, the "1-to-20" values. The many 20s of van Nistelroy, for example, do ensure very strong performances, but high intrinsic values would make him perform much better, all other things being equal (and given that you don't use an uber-tactic, though even then there is a visible difference).

The only way to see intrinsic value is through GK's Savegame Editor. It's also the only way to actually see what the "initial training" phenomenon does. Depending on the intensity of the training regime, it raises certain attributes in increments of 6 intrinsic points, up to 18. If a player begins with an intrinsic 0 for finishing (a strong value), it will rise to 18 when you've fully trained him.

Trip

01-07-12, 04:35 PM

#170

Patinoz ◊
Player

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

The ranges of this "intrinsic value" is purely dependant on current ability, as I am sure you are aware

Alan

01-07-12, 04:35 PM

#171

Patinoz ◊
Player

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

They're not

Trip

01-07-12, 04:36 PM

#172

Patinoz ◊
Player

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

Look at the reality:

Alan

01-07-12, 04:36 PM

#173

Patinoz ◊
Player

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

What that shows is that indeed a 20 is more powerful for a player with lower CA. It also shows that for any given CA the "real" value of a visible attribute will fall into a certain range, which is exactly what was denied 40 minutes ago.

Alan

Patinoz
Player

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

Well, you either would have given in or you would've given even more detailed info than I have. People only stand to gain by the latter. Actually, my first post on intrinsic values from some months ago contains the same kind of table, only for CA=1. I got blank looks. I don't know if you figured this out after I did, but if not, you could've lent a hand in explaining this sooner 😊

Still, I don't see how that knowledge helps unless we have a similar table for each 10 CA gap, for example. Also, GK's Editor is rather more accurate.

Btw, when I said that these ranges aren't CA-dependent, I meant player creation. What a player looks like and performs depends much more on attribute distribution in the Editor than CA/PA.

Trip

Patinoz
Player

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

Originally Posted by **Trip**

Well, you either would have given in or you would've given even more detailed info than I have. People only stand to gain by the latter. Actually, my first post on intrinsic values from some months ago contains the same kind of table, only for CA=1. I got blank looks. I don't know if you figured this out after I did, but if not, you could've lent a hand in explaining this sooner

I don't recall seeing or at least paying any attention to anything you had previously said on the subject, but it isn't exactly a time-eating exercise t knock together a little table like this

Originally Posted by **Trip**

Still, I don't see how that knowledge helps unless we have a similar table for each 10 CA gap, for example. Also, GK's Editor is rather more accurate.

You could start by drawing up a simple line graph in Excel which should give reasonable approximations without having to spent the time carting every conceivable CA value.

Originally Posted by **Trip**

Btw, when I said that these ranges aren't CA-dependent, I meant player creation. What a player looks like and performs depends much more on attribute distribution in the Editor than CA/PA.

Which poses the question, what is the total value of "actual" points for any given CA? It would be a shame to learn, after I don't know how many years, nobody has thought about this.

Alan

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01-07-12, 04:38 PM

#176

Patinoz
Player

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

I'm actually following this with great interest. I've never looked into player dev. much and since recently (the last post about creating myself and 2 friends in the game) I've followed every bit.

The biggest challenge to me are young players. How to create them best so they develop into world class players with the right attributes in the right areas.... without them being great from the start. I want a 16 year old who's pretty normal to grow out to a world player without already starting out as a world class one. etc...

Ruben

01-07-12, 04:38 PM

#177

Patinoz
Player

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

But thats just it - this whole thread can be summarised into 1 thing imo; how good a player is happens in the editor. Everything after that is just for the pretty looks.

BD

01-07-12, 04:38 PM

#178

Patinoz
Player

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

So what do I enter in the editor when I want to have a 16yo turning into world class later?

Ruben

01-07-12, 04:39 PM

#179

Patinoz
Player

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

BD do you use Tapani patch of any sort?

I remember you saying that you don't as that kills players you want to create...

Something changed in that regard?

infoo

01-07-12, 04:39 PM

#180

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ◊

BD do you use Tapani patch of any sort?

I remember you saying that you don't as that kills players you want to create...

Something changed in that regard?

infoo

I still dont use it, mainly because I dont care about any of the changes it makes.

Originally Posted by **Patinoz** ◊

So what do I enter in the editor when I want to have a 16yo turning into world class later?

Ruben

It`s this `later` that is nearly impossible in cm0102. A player is either good or not. This intrinsic value Trip speaks about(I like to use `attribute strength`)is pretty much there at the start of any players career. During a career attributes can rise anything from 0-12 points in-game as we have seen, but the strength of that attribute hardly changes. In this thread I`m trying to discover what is the best combination of strong key atts for positions, that`s why I have created so much DC`s. So far the 2 records are held by guys that had only 2 strong CA atts. The intrinsic value of these 2 atts are 80. For the DC`s that have 3 strong CA atts their strongest att has less intrinsic value, 72(I believe)but they ofcourse have 2 other slightly less strong CA atts that are 44. The total is both 160, coincidence or not ?

BD

01-07-12, 04:40 PM

#181

Patinoz ◊
Player

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

Ok, but I remember that Papadopoulos, Andrielos, Anastasiadis, Doukas, and Skalidis had awesome attributes in their strong ares in the editor. But low CA and -2PA.

So if I give a defender a good attributes in his areas, bad attributes in non-relevant (to his strength) areas, and a low CA and -2PA like the super greeks, would that work?

Ruben

01-07-12, 04:40 PM

#182

Patinoz ◊
Player

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

I believe you don't put negative values at all in PA. It's certain number.

There was also a discussion about how big the gap should be between CA/PA so player develops nicely (I believe it was between 20-40).

But when you start with low CA and -2 PA and use Tapani patch, there is high probability player won't ever reach full potential... (from 2.17 Tap patch onwards)

infoo

01-07-12, 04:40 PM

#183

I play without (i use speed adjuster). Still this new info kinda limits what I want to do. They'll become stars too soon. Oh well.

Ruben

01-07-12, 04:41 PM

#184

 Originally Posted by **Patinoz** 

Ok, but I remember that Papadopoulos, Andrielos, Anastasiadis, Doukas, and Skalidis had awesome attributes in their strong areas in the editor. But low CA and -2PA.

So if I give a defender a good attributes in his areas, bad attributes in non-relevant (to his strength) areas, and a low CA and -2PA like the super greeks, would that work?

Ruben

I think those guys are also great with for example 103 PA or 112 PA like I used. For me PA is just important so CA grows, which is needed for the AI to recognise talent. If you want a superstar you can give someone 20`s for all important atts that are not related to CA(like pace/acc/technique/jumping/etc). It`s only relevant to put unneeded CA atts low, because that raises the strength of the CA atts you put high. For example this is how I created Nano:

Code:

Tackling 20
Positioning 20
Heading 11
Marking 11
Decisions 11
Anticipation 6
Passing 6
Crossing 6
Movement 6
Dribbling 4
Long Shots 4
Finishing 4
Penalties 4
Creativity 4
Throw ins 1
Strength 15
Jumping 14
Natural fitness 16
Teamwork 13
Stamina 16
Determination 15

In theory I couldve made the non-CA atts(the bottom 6)all 20. This might make him even better. Outside the 15 mentioned above (CA atts)I dont think any other att is influenced by starting CA. I dont really know if starting CA influences intrinsic values of non-CA atts(Trip, Alan?).

BD

01-07-12, 04:42 PM

#185

Yeah I pretty much grasped that idea. But what CA/PA did you give that Nano. Did you give him a CA according to CA15 table and potential a bit room to grow (20-40 like info said). or did you give him a PA according to the CA15 table with these attributes, and lower CA by 20/40?

Hope you understand what I mean.

Ruben

01-07-12, 04:42 PM

#186

Well in BD example the gap is only 9 for example and look how Nano performs.

This is bizarre in some ways...

info

01-07-12, 04:42 PM #187

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

Interesting. I did two quick tests.

One with 65 CA -2PA for 3 players, with very good attributes (like 20 tackling, 20 pos for defenders, 20 OTB and 20 finishing strikers) in right areas CA-related, and low in others. And the non-CA related attributes pretty high also. 2 players were pretty good, 1 good. But none awesome
2nd test I used CA table to define CA. and gave PA of +40. And now they develop nicely and are already nice internationals at age 23/24 (started age 18).

I've learned a lot already. But the I still don't get the intrinsic values well. I understand the concept. I just don't know how to work it out well.

Ruben

01-07-12, 04:43 PM #188

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

You misread something in that case. The guys like Nano, which have 2 strong CA atts(20-20), have 63 CA/103 PA. The guys like Demichelis, who have 3 strong CA atts(20-19-19), have 72 CA/112 PA.

I`m currently in season 12 but somehow I doubt those records(Nano 8.31 league avr/Amorebieta 6.7 tackles/game)are going to get beaten. They arent even getting close.

BD

01-07-12, 04:43 PM #189

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

So a striker with 20 OTB, 20 finishing, and other CA att low, (and non-ca high) would do better than a striker with OTB/FIN/HEA/JUMP at 20, and rest CA low, and other non-related CA high?

Ruben

01-07-12, 04:44 PM #190

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

I'm not as good at this as BD. But I did manage to get my DMC friend to get 7.0 tackles/game in 15 appearances in season 2 and 5.4 in 19 games the next season. Getting there

Ruben

01-07-12, 04:44 PM #191

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

Originally Posted by **Patinoz**

So a striker with 20 OTB, 20 finishing, and other CA att low, (and non-ca high) would do better than a striker with OTB/FIN/HEA/JUMP at 20, and rest CA low, and other non-related CA high?

Ruben

Ahhh, if only life was as easy as that.

Tbh I dont know, that`s why I`m experimenting with all these different combinations. It does seem that in the case of DC`s, dividing the strength over 2 CA atts works better than dividing it over 3. This doesnt mean it`s the same for each position. It could be that for attackers a combination of 3(say finishing/movement/decisions)works best. For central mids and wingbacks it might even be combinations of 4 or 5 that work best. I plan to find all that out tho.

BD

01-07-12, 04:44 PM

#192

Patinoz ◊
Player

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

My DMC(also MC)

Pos 20
Tac 20
Decision 11
Heading 11
Passing 11
Vision 11
Ant 4
Cross 4
Drib 4
Finish 4
Long shots 9
Marking 4
Movement(OTB) 4
Penalties 4

CA 74 PA 104

5 seasons -> 6.1 tackles/game and 7.69 avg, best season... **9.2 tackles/game** (30 apps) , but Dutch First division, after that transferred to Feyenoord. Hahaha

My SW/DC

Pos 20
Tackle 20
Marking 11
Heading 11
Passing 11
rest of ca-related all 4

CA 74 PA 104

5 seasons in he has 5.5 tck/game and 7.63 avg (best season 7.86) -> only AI controlled

My striker

Anticipation	4
Crossing	4
Decisions	11
Dribbling	4
Finishing	20
Heading	11
Long shots	11
Marking	4
Movement	20
Passing	4
Penalties	11
Positioning	4
Tackling	4
Vision	4

also CA 74 and PA 104

first season 38 goals out 43 matches and a transfer to Chelsea. But now 4 seasons reserve. Could also be effect of playing in ODBv2 / minimal db (england is not selected). Not sure.

Ruben

01-07-12, 04:45 PM

#193

Patinoz ◊
Player

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

Lol check tackles/game. And this was the test with lowest CA/PA.

Only problem with this low CA/PA is, in the setting of the ODBv2 11/12 update at least, it's harder to get in first XI of AI teams and international call ups...

But they perform better than the high ca/pa counterparts i made (although they also performed). Funny.

Ruben

01-07-12, 04:45 PM

#194

Patinoz ◊
Player

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

Alan: It's not about the time it would have taken me, it's about the weight of my opinion on its own, which is somewhere between "featherlight" and "non-existent". Since I *have* tried to explain it at length here, I'm not being cheap with my time. And if you haven't seen it or paid any attention, well ((

Also, I haven't learned to use Excel, sorry to say

As to the third part of your post, it's no wonder, since it seems almost no-one *knew* about intrinsic values until recently, and even if people now know, most don't really care much, from what I've seen. That said, I've tried to do exactly what you suggest, albeit rather unsystematically.

I've learned that a player with all 1s in the editor will have an intrinsic value of 235/236 for all of them, irrespective of CA. I've learned that One-on-ones and Reflexes also influence attribute formation for non-goalies (although I always just set them to 1s, so no real breakthrough here). I've found out that One-on-ones and Throw-ins decrease by a single intrinsic point for every 2.5/3 CA points a player gains during player creation.

I've learned that no intrinsic points are ever lost, only transferred. A current van Nistelroy I observe received a raise of 12 intrinsic points in his Decisions att around the age of 30; these 12 were deducted from other CA-atts' intrinsic points, one from each, so it doesn't really get reflected in the in-game screen, but it is rather telling, mostly of the fact that it's possible there is a fixed number of intrinsic points for each CA. OR that there is a maximum sum of intrinsic points that is achievable by any CA - it's just about fine-tuning and optimization, - and the sum only becomes fixed after game-start. My current method goes as far as seeing that 235/236 as the ground zero for att-development, and deducting/adding the difference for every att below/above 235 to the sum total. Still, I'm not sure how to devise a test that would yield any reliable results. Suggestions?

BD: Non-CA atts don't have intrinsic values. The 1-20 is the only value that you get.

Alan

01-07-12, 04:46 PM

#195

Patinoz ◊
Player

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

@Trip, but that's something the CM3 svgame editor of Graeme already told us. I finally understand that now

Ruben

01-07-12, 04:46 PM

#196

Patinoz ◊
Player

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

Graeme told that GK editor has slight bugs which he couldn't get rid off that's why he said that all GK editors are betas .

What you see in GK is how game actually reads values and how they are stored. You get max values possible in some cells (like >100 in some areas) although in game it will still be 20...

I know what you mean though. Just wrongly named and couldn't for life of mine get what you were on about

01-07-12, 04:46 PM #197

Patinoz Player

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

Well, all it took was a single look at the Editor, instead of just reading my blabberings Anyway, I'm glad that some of us at least are on the same page now

Edit: Also, they do need a name, attribute strength, intrinsic values, "actual" values, whatever. "How the game actually reads values and how they are stored" is the correct description but doesn't quite cut it in the conciseness department

Trip

01-07-12, 04:47 PM #198

Patinoz Player

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

Still funny we find new revelations 10 years after the game has been released. And so many still playing.

Ruben

01-07-12, 04:47 PM #199

Patinoz Player

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

That knowledge can actually help in updating the game if we can come up with a pack of general guidelines for player creation, also it can make it somewhat tougher for the player. I still remember a friendly I decided to play against Chania, Skalidis' team, with him still in it: beat them 4-2, the guy scored a brace with the only 2 shots they managed in the entire game. Now imagine playing againts a team full of similarly styled players.

Not to mention finding extremely cheap, extremely low-CA players that perform like madmen. At CA<20, an att in the range of 10-15 is actually stronger than a van Nistelroy 20. To me, a reliable indicator that a guy has low CA is seeing a 1, a 2, or a 3 somewhere among his CA-atts (a 4 also works, but isn't as reliable). Couple that with, say, a 12 for Off the Ball and a 14 for Finishing, and I know this guy will score no matter the team, division or nation.

Trip

01-07-12, 04:48 PM #200

Patinoz Player

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

But Trip, I did find that AI teams don't like to play low CA players in high teams much. They prefer higher CA(/PA) players, at least in the ODB (odb updates also) settings.

In SIM setting they probably get to play a lot more because all players are styled after CA15 (or was it CA18/ECA14, also a method).

In my tests the 74/104 PA perform like madmen, do get international caps and play for good clubs, but they don't play much.

Ruben

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01-07-12, 04:48 PM

#201

Patinoz
Player

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

Yeah, that's the problem with lower CA/PA. It means lower current reputation and a lower chance of playing. Btw, I found out that at PA 158 a player cannot get maximum value (>31 million euro) no matter how well he plays. At 176, he can. So somewhere between these two is the threshold for having maximum value.

Trip

01-07-12, 04:48 PM

#202

Patinoz
Player

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

What I found out doing some standalone testing was comparing low/high CA/PA players.

low-CA/PA based players perform better in their respectable positions cos they concentrate on what they can do best. Think of it as Germany national team. They work in perfect balance/sync. That's why a team based on low-CA/PA players can perform better than high CA/PA team.

Why the difference is there? It's quite unfortunate to say that AI is bad when it comes to dealing with high CA/PA players . They can be played out of position (which you can test too).

Still they will perform good to great, but not optimal as they will concentrate on doing other stuff too (like dropping back to tackle... in strikers case?! or helping to pass the ball etc.)

Too good player will make AI/game engine go into panic mode... (which you can see in holiday tests with van Nistelrooy). Try playing the game on your own and you can get most of van Nistelrooy (with correct tactic getting him to score >130 goals should be possible).

It's quite funny to do such testing... And it's more funny that I learned this from watching my Godlike player

info

01-07-12, 04:49 PM

#203

Patinoz
Player

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

Although I've had similar observations, I don't really consider players like van Nistelroy "too good" in CM. Just too ... all over the place. It's true that this will make them do stuff that's not customary for their position, like Inzaghi making 7 tackles one game, but only getting 2 shots in. And yes, of course, you can make them perform great with the right tactic, but then again the right tactic has in the last 2 years become "one that rapes the opposition in the ass no matter what your team is".

Trip

01-07-12, 04:49 PM

#204

Patinoz ◊
Player

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

Then again, when you give realistic attributes, you should still get at least a few players with 150-170 CA. There are simply very complete players out there.
And Messi in ODBv2 update has almost 200 CA/PA and still performs like a beast

Ruben

01-07-12, 04:49 PM

#205

Patinoz ◊
Player

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

I didn't say iodine is necessary xD. Even old 4411 crusade would be enough

Ruben I believe it's due to tac Barcelona uses on ODBv2 that Messi performs like that... He would be played out of position in 442 formation for example...

In Barca tac he plays in AMC or SC position, so he performs. Of course under human control you can have ANY player and he will perform. As you KNOW what you're doing.

But we're speaking about AI behaviour here and that can be dire. That's why SIM went with CA15 rule. See how these players can perform under AI.

infoo

01-07-12, 04:50 PM

#206

Patinoz ◊
Player

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

After my tests I have come to believe that the SIM way of doing it would give more realistic players, but you have to apply it to the entire DB otherwise you get problems like the one i'm facing (one-dimensional, but good players, don't get much playtime).

However, I also remain thinking that the ODB is a lot of fun because of it's unpredictability. So i'll definately keep using both update styles

Ruben

01-07-12, 04:50 PM

#207

Patinoz ◊
Player

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

Ruben, the "completeness" of a player doesn't depend on how atts look in-game. As Blue Demon keeps saying, they're for cosmetic purposes. In my most recent game I use a Portuguese right winger, Rui Santos, who usually starts with CA in the range of 1-20 (in the Editor his CA is set to 0), and his attribute distribution is such that his top att is dribbling (insanely high), then follow Off the Ball/Creativity/Finishing, and then Crossing. In-game his Dribbling is 20, his second-highest three atts are all 8s and his crossing a 7. You know what? Their intrinsic values are as high as Messi's in the newest ODB update, and it shows. He regularly gets a lot of shots, a lot of crosses in and a lot of passes in general, all of that from the wing. Not to mention runs, but then again his intrinsic dribbling is 90. I'm talking 3.68 Italian Serie A here. The only reason the 7/8 atts look low is because his CA is low. But they're not *actually* low at all. Their high intrinsic values kick in *despite* the low CA.

And yes, of course 200 CA/PA Messi will perform like a beast; his whole team is beastly. But I found out that, to a degree, you can tell if a player has good intrinsic values if you watch him perform in a non-playable league. If there he gets an avg. above 7.50 and good apps/goal/assists ratio in a good league, then he really is a good player.

Also, you could have unpredictability with a lot of updating styles, ODB, SIM or anything in between. One of the main pleasures of CM for me is finding guys like the aforementioned Rui Santos. One could put any number of easter eggs like him in a database

Trip

01-07-12, 04:50 PM

#208

Patinoz ◊
Player

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

Yes, the SIM update has worked on randomness though by giving a lot of players 0 in atts, which could create a very low CA player with good atts in right ares which make his intrinsic values as high as Messi in ODB. Like you said.

Ruben

01-07-12, 04:51 PM

#209

Patinoz ◊
Player

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

Yup. What I'm trying to say is that attribute manipulation leading to guys like Rui Santos/To Madeira/Tsigalko/Skalidis does not cater to people who care about how "pretty" a player is. Yes, most people care exactly (and basically only) about that - I'm talking about the majority, which doesn't really frequent this forum, - and we that fiddle with low CA/PA are kinda nutty, but it's a way of making the game interesting and challenging in yet another way.

Trip

01-07-12, 04:51 PM

#210

Patinoz ◊
Player

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

A lot of interesting stuff to read there. This was what I was hoping for when I started this.

I mean even before I ever met Trip and he showed me GK Editor/intrinsic values, I used a similar thought process when creating players. To use the above ~20 CA player as an example, the way I see that is; What you do when you assign a CA imo is telling the game what is an average CA attribute for that particular player. A CA around 20 means a 6 is average, so anything above that (7,8) can already be seen as good. For a player that has ~70 CA that same 8 is just an average attribute. For a player with ~150 CA it's normal to have a 13, that can be seen as `average`. So when I want a strong attribute what I do and have always done is try to put that 20/19/18 or even 17/16/15 above the average that comes with the CA as much as possible. My theory is that the `strength points` are divided among all atts that are above that average, so it doesnt work if you use too much atts that are in that 15-20 range.

Something else, what happened to decisions at the age of 30, looks a lot like what happens to positioning at the age 34+. I stumbled upon this last night:

Right before this point the intrinsic value was much lower, and after like 3 months it went down again. It`s like they get a boost, maybe on their birthdays ?

BD

01-07-12, 04:52 PM

#211

Patinoz ◊
Player

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

I believe there is something like in FM in CM called revaluation of player attributes. Maybe that's what happening, but that should happen 2 times in season (in mid/end).

Nice to see this happening though .

infoo

01-07-12, 04:52 PM

#212

Patinoz ◊
Player

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

BD, did any of the other intrinsic atts become lower after that boost, or was it independent of them?

Info, it's only good if it doesn't screw with the balance of the game. Such a boost in Positioning is just ludicrous

Trip

01-07-12, 04:52 PM

#213

Patinoz ◊
Player

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

Sadly, it's how the game was created Trip. You must not forget it's 10 years old and no-one could have predicted that there will be updates made for it to this day.

And yes, the game has funny coding here and there, so really not surprising to see some funny glitches or attributes being distributed as they are... (even if Tapani tried to fix it with his patches, he have not succeeded I believe).

infoo

01-07-12, 04:53 PM

#214

Patinoz ◊
Player

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

If only there was a way to round up and shoot all the ageing guys the day before their 34th birthdays...

Trip

01-07-12, 04:53 PM

#215

Patinoz ◊
Player

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

I did not look close at the other values Trip, but since all my 24 DC`s(both 1st and 2nd generation)are fighting a lost cause atm chasing after records they`ll never beat, I`m gonna stop my game and in a next long game I`ll track the attributes more closely. Before that I`m going to swap some players around to see if it was Nano and Amorebieta that were so good, or the combination of them and their club. Gonna swap them randomly so we get some nice combo`s.

BD

01-07-12, 04:53 PM

#216

Patinoz ◊
Player

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

Good idea

Btw, I'm finding out that a combo of lowest atts in the 6-8 range is much better than a combo of lower numbers. Just created a guy with two 99s at CA=1 O.O

Trip

01-07-12, 04:54 PM

#217

Patinoz ◊
Player

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

I dont quite follow that ..

BD

01-07-12, 04:54 PM

#218

Patinoz ◊
Player

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

Instead of giving the two lowest kinds of atts values like 1-5, I give them 6-8, and with each increase, they actually improve other atts too. I don't know if it works with 9-onwards, but it does with a combo of the six lowest (excluding Throw-ins, which is 1) being 7s, and the next two lowest being 8s.

Trip

01-07-12, 04:54 PM

#219

Patinoz ◊
Player

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

Ahhh I see what you mean now. I stick to the SIM rule so I can't use `high` lowest numbers like that without having to raise CA.

I have some transfer news:

Barca signs Jordi
Sevilla signs Carragher
Chelsea signs Pepe
Tottenham signs Shawcross
Swansea signs Dunne
Valencia signs Williams
Bilbao signs Pique
A.Madrid signs Miguel Flano
QPR signs Nano
Liverpool signs Terry
Rayo signs Moreno
Man Utd signs Musacchio
Arsenal signs Amorebieta
Stoke signs Demichelis
Malaga signs Kompany
Aston Villa signs Taylor
Levante signs Mertesacker
Villareal signs Dominguez
City signs Escude
Newcastle signs Rio Ferdinand
Espanyol signs Barnett
Norwich signs Rami
Osasuna signs Anton Ferdinand
Real signs Kaboul

Gonna run a game now.

BD

01-07-12, 04:55 PM

#220

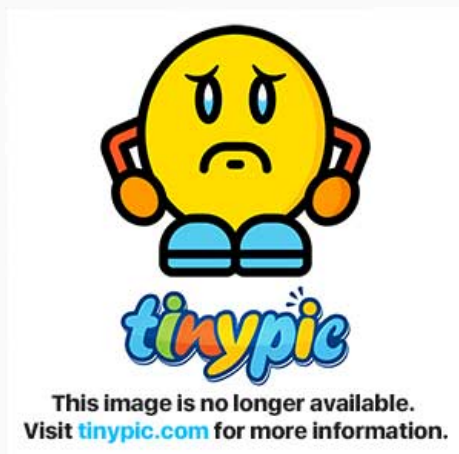
Patinoz ◊
Player

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

Well, I have done some shit test with super-over-powered-over-limits-of-game Nicky Butt (CA/PA ridiculously high, way above 200)

What can I say, it defo makes your DMC useless. He just... Is not doing DMC work anymore! (don't look at goals/dribbles, but tackles are most important for DM and I would be happy if opposite happened ie dribbles 0.8 and tackles in 30s. Never happened.)

Check the screenshot:



That's why I am even more for low CA/PA... Ruben DMC was the best DM I ever saw in CM. He got a knack for it... Maybe he should join SIM team? BD?

Yes, you may find SUCH test pointless, but I wanted to see how this shit works really. Only way to do it this is... Cheat. You may be against it, but it makes for valuable data too.

infoo

01-07-12, 04:56 PM

#221

Patinoz ◊
Player

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

Info0: Of course tests like yours are valuable. "Laboratory conditions" like the ones you created are just as important as "field tests" like those of BD

BD, I'm just throwing it out there; the high lowest atts can easily be implemented with the CA15 style.

Trip

01-07-12, 04:56 PM

#222

Patinoz ◊
Player

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

AI controlled DMC attaining 10.6 tackles per game
CA/PA 35/75

Like info said, I get the feeling of how to create super defenders, dmc, amc. I only struggle with strikers. Somehow at start of game OTB drops to 14 and it doesn't get up to 20 anymore. I did something wrong in either CA calculation or forgot to do something else. But i recreated my striker 3 times and can't come up with the same one I had last night. Bleh!

I do have a knack for these things. But I always liked messing around with databases. Not only CM. But I'm an expert in Cycling Manager database since the 1st game came out in.. 2001 Actually there are a lot of similarities between cycling manager database problems or different ways of achieving something, and CM 01/02 (or FM).

Even in Cycling Manager you have different ways of thought. The original game has potential 1 (bad) to 8, and some updaters only use up till 7 or 6, because they feel 8 is overpowered (although you can control an 8), and the 'attributes' in Cycling Manager go from 50 to 85 and also have to do with potential ofcourse. Some change it to a smaller scale like 60-80, others don't like this thought and stretch out the scale more. Anyway, like I said, very similar problems, challenges and different ways to achieve a certain goal.

I always like these thoughts about how to evolve a game, change even the gameplay and such.

Ruben

01-07-12, 04:56 PM

#223

Patinoz ◊
Player

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

Ruben, I don't really follow SIM's CA guidelines, although they are effective, as BD's players prove. The last striker I made (in Man Utd 3.68) had CA=1 and two starting 99 for dribbling and finishing, also 3 10s for movement, decisions and heading, and a 0 for long shots. His last season he got 9.77 avg. rating in the Premier League with Info0's Destroy All tactic.

Trip

01-07-12, 04:57 PM

#224

Patinoz ◊
Player

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

Yeah but the CA guidelines are a bit easier to follow than the intrinsic values. I find it very challenging to get him to 99 dribbling and finishing with 1 CA. although I do believe the striker with 15 CA I created was the biggest beast. I did a test afterwards with v high CA/PA and destroyed that player. Now I can't find him back. Should've made a not

Ruben

01-07-12, 04:57 PM

#225

Patinoz ◊
Player

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

IMO, one really doesn't need CA higher than 130 to make a world-class player (although one can have it with a higher CA too), and that's the very uppermost limit I'd go to.

Trip

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01-07-12, 04:57 PM

#226

Patinoz
Player

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

You should try your DMC in one of the 2 top leagues Ruben. IF you can get the AI to use him ofcourse, maybe a midtable team ?

BD

01-07-12, 04:58 PM

#227

Patinoz
Player

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

Well, as a rule of thumb atm I can separate how players fall into categories and how they perform on High CA/PA.

For defenders/DMs it seems lower values are key for their fucking amazing performances. Ruben case proves it. My testing also proved that.

For attacking midfielders higher values are of course acceptable. Those for me are the highest risk players to create. They need to be balanced in attack/defense. I like Veron/Gerrard on 3.9.68. Never fail to amaze under human control.

Strikers, of course, the higher the CA/PA the better they can perform, but it's hard to do for AI controled teams. As I stated above, high CA/PA players under AI can be played in worthless positions. This is killing me personally.

I know my view is simple, but it seems to work. As for high CA/PA I didn't mean 170+. No. It can only be higher by 10 points then lowest rated player in team. You should clearly see benefit here. This is what we wanted... But... As I said, it's hard to prove when whole DB wasn't converted like that .

infoo

01-07-12, 04:58 PM

#228

Patinoz
Player

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

Originally Posted by **Patinoz**

You should try your DMC in one of the 2 top leagues Ruben. IF you can get the AI to use him ofcourse, maybe a midtable team ?

BD

Ah but that will be very hard. AZ/Heerenveen/Twente seems about their max. I don't think they get playtime at an EPL side. But I will try with an english nationality. Will be on my next attempt list.

Maybe if I edit their REP I can force them to use them in an EPL side and we'll see what happens.

Ruben

01-07-12, 04:59 PM

#229

Patinoz ◊
Player

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

Well, as far as I can see, stikers don't need to have high CA to be awesome too. But even average intrinsic values + high CA = very good performances, especially from forwards, who seem to always be a team's best performing players. Btw, dribbling + creativity for attacking midfielders is a killer combination.

The thing is, Creativity is a very volatile att. To have a player consistently having 70+ passes/game (which almost always guarantees a high match avg.), you need Cre>50 and CA<120, from what I've found out.

Trip

01-07-12, 04:59 PM

#230

Patinoz ◊
Player

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

This thread is an incredible read.

Jesus

01-07-12, 04:59 PM

#231

Patinoz ◊
Player

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

Well, my CA=1 forward got 9.33 avg. for 6 seasons in Man Utd before he got transferred to Dortmund, so I'd consider him a success Okay, how about we start sharing experience about what works and what doesn't in player creation?

Trip

01-07-12, 05:00 PM

#232

Patinoz ◊
Player

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

I believe Patinoz once said that my uber striker didn't perform under AI control and I agreeded to that. He certainly did perform bad for his Godlike stats...

But check this:



This image is no longer available.
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This is Butt in Nottm Forest. They grabbed him from MU on free (boo). Quite the opposite happened That guy does not get tackles at all, so he just relies on ball control -> go forward -> score. Nothing else as I can see from dribble stats.

I still think low CA/PA team could bring my one such player down. Why? Because they perform better in areas they MUST perform best. There is no stray from position and do shit.

I guess, I am going back to test now with 1/1 guy

info

01-07-12, 05:00 PM

#233

Patinoz ◦
Player

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

DMC is definately less spectaculair in the Premier League.
Only 5.5 tackles per game in most seasons so far, but he still has his best years to come.

Ruben

01-07-12, 05:01 PM

#234

Patinoz ◦
Player

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

5.5 tackles is definitely a kick-ass achievement, esp. for a DMC. Most of my best tackles/game i've managed with my custom-made 3-5-2 are about the same.

Trip

01-07-12, 05:01 PM

#235

Patinoz ◦
Player

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

Nano moved to the EPL but is still the King, even at QPR.

QPR stayed up and ended 15th.

Mertesacker, who is an exact copy of Nano in CA atts, moved the other way and is owning La Liga.

BD

01-07-12, 05:01 PM

#236

Patinoz ◦
Player

Join Date: 18-12-11

So then, positioning + tackling, first tier, + marking and decisions, second tier. That seems the best possible distribution.

Trip

01-07-12, 05:02 PM

#237

Patinoz ◊
Player

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

That's what have been known for quite some time Trip

I would also like to stress that Acceleration and Agression are taken lightly by some people. Agression is interesting case, as aggressive players, as you expect may get more yellows, but are diving into tackles more often...

Can someone else confirm this with checking high agression vs low agression? Leaving other stats the same both tests?

info

01-07-12, 05:02 PM

#238

Patinoz ◊
Player

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

high agression seemed to work well. Wijnands also had high dirtiness btw (15!!)

Some better news. Now a season with 6.8 tck/game for EPL Wijnands DMC

Ruben

01-07-12, 05:03 PM

#239

Patinoz ◊
Player

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

A question Ruben; how on earth are you forcing the AI to use a player with such low CA in ODB style data ?

Some news from my current game. Already season 4 now but finally some serious record attempts:

It will be interesting to see if they can keep it up. Levante is currently top of La Liga too.

BD

01-07-12, 05:03 PM

#240

Patinoz ◊
Player

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

@BD I gave Wijnands a HR/CR/WR of 150

Which is also appearent in some other tests I did now btw. Even a 15CA/55PA player can grow out to an international if his starting CR/HR/WR is high enough.

Ruben

01-07-12, 05:03 PM

#241

Patinoz ◊
Player

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

So you arent using an Assistant Manager to use him ? I`ve had players with higher CA straight transfer listed by the AI with 200/200/200 rep on SIM data. I dont get it.

BD

01-07-12, 05:03 PM

#242

Patinoz ◦
Player

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

Nop... didn't do any of that. He was playing for Bolton in the save

Ruben

01-07-12, 05:07 PM

#243

Patinoz ◦
Player

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

Team full of 1CA/21PA guys (in ODBv2 11/12 setting!!!)

Season 1



NO

WAR

FA Cup final

Haha... and according to CM Scout none of them progressed past 1 CA yet. (they have 21PA remember). Go team 1CA!

Ruben

Last edited by Patinoz; 01-07-12 at 05:13 PM.

01-07-12, 05:13 PM

#244

Patinoz ◊
Player

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

Well we won everything up to Premier League. 4x UEFA Cup, 3x European Super Cup, 1x World Ch for clubs, 2x FA Cup (2x out due to superkeeper/red cards freak matches), 3x League Cup, and probably every other trophy we entered.. (Charity shield, fa trophy, vans trophy etc).

And at first I used a powerful tactic, but from division 2 on I used UEFA striker, a tactic that tested just over 30 points in OTL and is sucky. Probably a reason I sometimes lose matches, although superkeepers always happen. But we dominated EVERY match...

Ruben

01-07-12, 05:14 PM

#245

Patinoz ◊
Player

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

Many players getting listed as 'Wanted'?

Dermotron

01-07-12, 05:14 PM

#246

Patinoz ◊
Player

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

Yes. Especially since season 2. I got up to the point were I would get offers every day. In the end I all gave them a value of €20 million so the teams would bugger off. Occasionally a player would get unhappy but due to their high loyalty etc stats they'd still renew contract.

Ruben

Patinoz ◊
Player

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

Incredible.

Time for an update;

I`ve been running loads of testgames with my 24 created DC`s at their new clubs waiting for someone to break the records, but since nobody did the records still stand. I`ve created 8 new DC`s with 57 CA/97 PA and 1 strong CA att, curious to see if these guys can do any damage. I`ve done a teamswap for all 32 players again and you can see how it turned out here:

BD

Patinoz ◊
Player

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

So the time for attackers has come. I will ofcourse keep tracking the performances of my DC`s but I will focus on my 12 attackers now. The lucky few have just finished 9 seasons and here`s a few records:



27 goals. For a 4-4-2 this isnt bad imo, especially because he has only 1 strong attribute which is dribbling. Must say the attackers that partner him steal a lot of goals. I might try 4-5-1 at one point.

The one you would expect to score the most(strong finishing)got the highest avr so far.

And, when Liverpool got a new manager that played 4-5-1, this led to 2 amazing performances by Suarez. I havent seen such high dribbling before tbh.

8.1

13 MoM

BD

Similar stuff to Patinoz (player) in wato20 story

Was wondering how the feck he pulled that off .

info

01-07-12, 05:16 PM

#250

You set these as SC to ensure that the AI Plays them as forwards, presumably?

KDS

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01-07-12, 05:16 PM

#251

Patinoz
Player

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

BD: same things happens as my DMC's who are really only strong in tackling (+pos), 8+ tck/game
And with attackers with high dribbling that would inevitably lead to this.

Knew this would happen I think I can create a CA1 player who'd score +10 dribbling/game

Ruben

01-07-12, 05:17 PM

#252

Patinoz
Player

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

@Ruben, could you pitch a match of your CA1 guys against a team of CA200 guys? I'm curious as to which team would win.

Jesus

01-07-12, 05:17 PM

#253

Patinoz
Player

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

Originally Posted by Patinoz

You set these as SC to ensure that the AI Plays them as forwards, presumably?
KDS

Exactly, I did the same with the DC`s.

Originally Posted by Patinoz

BD: same things happens as my DMC's who are really only strong in tackling (+pos), 8+ tck/game
And with attackers with high dribbling that would inevitably lead to this.

Knew this would happen I think I can create a CA1 player who'd score +10 dribbling/game

Ruben

I think this high dribbles/game is also related to tactic, because Barca played 4-4-2 all 9 seasons and Messi never got near 8 drb/g.

BD

01-07-12, 05:18 PM

#254

Patinoz ◦
Player

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

Testgame 2, season 1; Ronaldo shatters 2 records:

BD

01-07-12, 05:18 PM

#255

Patinoz ◦
Player

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

Another new record;

6.8 tackles. Took a while.

BD

01-07-12, 05:18 PM

#256

Patinoz ◦
Player

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

Such low numbers in the not so important areas and high numbers in the right areas

Jesus

01-07-12, 05:19 PM

#257

Patinoz ◦
Player

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

Martinez is part of the last group of 8 DC`s I created. They have a CA/PA of 57/97 and are build like this;

Tackling 20
Heading 12
Positioning 12
Marking 12
Decisions 9
Anticipation 9
Passing 6
Crossing 6
Movement 6
Dribbling 6
Long Shots 3
Finishing 3
Penalties 3
Creativity 3
Throw ins 3

So they have, unlike the other 24 DC`s, only 1 strong CA att. The 12`s in editor still develop into 17`s as you can see. But Martinez` record didnt last long. There was ofcourse only 1 guy bound to beat this record:

So Nano now holds both the league avr record(8.31)and the tackles/game record(6.9).

I`ve done another round of club swapping for just the 18 attackers:

Some interesting match-ups, like Crouch and Liverpool, RvN and Barca, new tests running ...

BD

01-07-12, 05:20 PM

#258

Patinoz ◊
Player

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

2 new records again:

16 MoM in a 4-4-2, I`m impressed.

Only just played the minimum of games I tend to use, too bad he didnt play more but still very impressive. 8.64 might be impossible to beat in 4-4-2.

I started thinking what would happen when I put all 3 record boys in 1 team. Could they for example save a team from relegation that normally never survives ? My fantasy is tickled so I might do a side experiment soon.

BD

01-07-12, 05:21 PM

#259

Patinoz ◊
Player

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

So, I decided to go for a new tactic, see what the attackers are capable of atm. I`ll keep the 4-5-1 records separate from the earlier ones set with 4-4-2, because they`re uncomparable obviously. First the goal record was set by CR in season 1:

Then Messi set 3 records in season 2:

Great amount of MoM ofcourse, also a nice league avr but the dribbles has to be the biggest performance. Just amazing.

In season 3, someone matched Nano`s tackles record:

BD

01-07-12, 05:21 PM

#260

Patinoz ◊
Player

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

Are you insane?

That's like ultimate cheating without super-duper OTT players O_o.

Dude, that's game raping... The opposite way!!

Imagine Messi in wib/wobbed tactic ... with similar players at hand... Zomg.

BD

infoo

01-07-12, 05:22 PM

#261

Patinoz ◊
Player

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

Epic work BD. 11 drb/game..WOW insanity! And AI controlled striker scoring that many goals too to boot... impressive, very impressive. Learned a lot already on how to create better strikers.

Ruben

01-07-12, 05:22 PM

#262

Patinoz ◊
Player

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

We have a new record.

More goals, in less games. I think there is room for improvement and I`ve created 10 wingers to support some of the strikers. New tests running.

BD

01-07-12, 05:23 PM

#263

Patinoz ◊
Player

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

For those who wonder where the CA 20 att is, it`s hidden. His strong CA att is penalties.

BD

01-07-12, 05:23 PM

#264

Patinoz ◊
Player

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

Just finished 6 seasons of testing with the new wingers:

21 assists and 8.23 league avr are the records I`m gonna keep for these guys. Gonna do some player/club swapping with all 60 players I`ve created so far to get some new combo`s.

BD

01-07-12, 05:23 PM

#265

Patinoz ◊
Player

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

deems,
what kind of ca/pa do the players above have?

cheers

beez

01-07-12, 05:24 PM

#266

Patinoz ◊
Player

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

I think it was something like 60/120?
By the way, BD, have you tried pyramids different from 1-5-4-3-2?

Trip

01-07-12, 05:24 PM

#267

Patinoz ◊
Player

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

can somebody post up the hidden att's please, the ones that can change but you can't see.
thanks

beez

01-07-12, 05:25 PM

#268

Patinoz ◊
Player

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

8 DC`s have 57 CA/97 PA
12 DC`s have 63 CA/103 PA
12 DC`s have 72 CA/112 PA
12 SC`s have 71 CA/111 PA
6 SC`s have 67 CA/107 PA
The 10 wingers have 83 CA/123 PA

You can see what the hidden atts are in CMScout:

I`ve used different combinations of the same; 1-4-2-5-3, 2-3-4-5-1, 1-2-3-5-4, 1-2-5-4-3, 1-3-2-4-5 and 1-5-2-3-4.

BD

01-07-12, 05:25 PM

#269

Patinoz ◊
Player

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

Did they turn out as good as 1-5-4-3-2?

Trip

01-07-12, 05:26 PM

#270

Patinoz ◊
Player

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

deems,

what formations are the teams playing in the tests?

in your opinion, are lower ca/pa players easier to do than higher ones? having the high ca/pa would raise the other att's to an unrealistic level in some cases?

beez

01-07-12, 05:26 PM

#271

Patinoz ◊
Player

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

Originally Posted by **Trip**
Did they turn out as good as 1-5-4-3-2?

Did I ever use that one ?

Originally Posted by **Beezer,Celtic1967**

deems, what formations are the teams playing in the tests?

When I started this I made all teams in EPL and la Liga play 4-4-2. At some point I changed the formation of teams I had created a SC for to 4-5-1 and now after the teamswapping all teams are playing 4-5-1.

Originally Posted by **Beezer,Celtic1967**

in your opinion, are lower ca/pa players easier to do than higher ones? having the high ca/pa would raise the other att's to an unrealistic level in some cases?

I think that you can get a similar performance for any CA tbh. The only problem is that `people` expect certain numbers for particular players and that limits the possibilities. There are thousands of possible combinations ofcourse.

BD

01-07-12, 05:27 PM

#272

Patinoz ◊
Player

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

in a 451 the main striker will always score a lot more goals than in a 442, that is correct deems? how did the player compare in a 442 v 451?

beez

01-07-12, 05:27 PM

#273

Patinoz ◊
Player

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

Records:

4-4-2

Dzeko 16 MoM
Crouch 8.64 AvR
Ronaldo 38 goals

4-5-1

Messi 22 MoM
Messi 8.85 AvR
Ronaldo 53 goals

Other

Messi 11.1 dribbles
Gervinho 8.23 AvR
Gervinho 21 assists
Nano 8.31 AvR
Nano 6.9 tackles
Moreno 6.9 tackles

BD

01-07-12, 05:28 PM

#274

Patinoz ◊
Player

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

Haha, of course you used it, BD
1 for throw-ins, increasingly higher numbers for 5, then 4, then 3 of the CA atts, then 2 20s.
But the other combos obviously work, so ...

Beezer, yes, these work for higher CA too; I discovered that atts' values jump sharply at editor-set CA=170 and above, if One-on-Ones and Throw-ins are set to 1s.

Trip

01-07-12, 05:28 PM

#275

Patinoz ◊
Player

Join Date: 18-12-11
Location: Dresden

one on ones,
i always thot that was a gk att?

beez

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01-07-12, 05:28 PM

#276

Patinoz
Player

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

trip,
who did you discover the 170 mate? is there any other ca numbers that are any use or just the 170? im sure i have read in guides that one on ones was only for gk's? any feedback on this is much appreciated

beez

01-07-12, 05:29 PM

#277

Patinoz
Player

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

I discovered it via the GK Savegame Editor, and it can be used for any CA value above 169, as long as throw-ins and one-on-ones are as low as possible. And yes, One-on-ones is a GK att, but it takes part in the intrinsic value distribution at player-creation. But for outfield player it stands to reason that any updater will have set it to 1; the thing is to set throw-ins to 1 as well, so you get max benefit for all other CA-atts.

Trip

01-07-12, 05:29 PM

#278

Patinoz
Player

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

So i give 2 players a ca 170 pa 190 and give one of them 1 for throw in's and the other 20 for throw in's, the player wwith 1 should be better?

any other tips mate?

thanks again

beez

Patinoz ◊
Player

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

I think he should, yeah.

As for other tips, not much apart from what BD is doing. It should work for any CA/PA, starting with the general principle that a very strong player DOES NOT need 20s or 19s or 18s all over. Neither do the all 1s for the weakest atts produce the best results necessarily

Trip

Patinoz ◊
Player

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

Suarez beat the best 4-4-2 league avr:

Ronaldo matched the 4-5-1 MoM record:

Attackers(4-4-2):

Dzeko 16 MoM
Suarez 8.72 AvR
Ronaldo 38 goals

Attackers(4-5-1):

Messi 22 MoM
Ronaldo 22 MoM
Messi 8.85 AvR
Ronaldo 53 goals
Messi 11.1 dribbles

Wingers:

Gervinho 8.23 AvR
Gervinho 21 assists

DC`s:

Nano 8.31 AvR
Nano 6.9 tackles
Moreno 6.9 tackles

BD

Patinoz ◊
Player

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

Another record smashed:

The old record was 6.9 tackles, held by Moreno and the legend that is Nano.

I also created 9 new strikers today, new tests results coming your way soon.

BD

Patinoz ◊
Player

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

Based on this thread I have just purchased this fella:

Who is a 27/80 man. Any guesses as to how he will perform in the PL?

KDS

01-07-12, 05:31 PM

#283

Patinoz ◊
Player

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

Has some really good "key/strong" atts such as determination (very important), pace, acceleration and stamina. From the looks of things he'd make a class AMR.

Jesus

01-07-12, 05:31 PM

#284

Patinoz ◊
Player

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

It's his off the ball i like, as well as his dribbling. With everything else low they could be concealing some very good stats, if I read this thread right

KDS

01-07-12, 05:32 PM

#285

Patinoz ◊
Player

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

You`re correct. With some of the CA atts at 3 a 15 for dribbling is gonna be pretty strong. Wether it`s good enough for PL ...

BD

01-07-12, 05:33 PM

#286

Patinoz ◊
Player

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

After I created those 9 new strikers I decided to put all players back at their original club. Messi didnt take long to break his own league AVR record:

I`m not sure what to expect at this point; will creating more and more good players make the performances better or worse ? I guess as long as records are being broken it`s all good. Another 10 wingers added and tests running again. The following 79 players have been Tsigalkonised:

I replaced some of the old gits like Drogba/RVN/Carragher because most tests I didnt get much more than 1/2 seasons out of them.

BD

01-07-12, 05:34 PM

#287

Patinoz ◊
Player

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

Kenny, the guy you bought should be anywhere from good to really strong, depending on your tactic. Btw, I may have said it earlier in this thread, but for me a 3 for a CA-att is a strong indicator of low CA, which means if a guy has an att (or atts) in the range of 12-20 he should be a strong performer.

This 15 for Dribbling at CA=27 should be something like a 70 in intrinsic values. The 13 should be a 50 or so.

The tough thing about these guys is scouting them out (they are usually not the same ones from game to game, but more like freaks randomly occurring from zeroes in the Editor); there really is no other way but arranging friendlies with every single team in your country, setting a scout to "scout opposition" and then looking through the lists. Or CMScouting them, of course...

Trip

01-07-12, 05:34 PM

#288

Patinoz ◊
Player

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

A lot of tests but no new records, so it's time to stir things up. I had a look at the CA atts that were used as strong atts so far and the ones I hadn't used yet. Anticipation and Creativity have been left out so far. I've decided to do a little experiment inside the experiment focussing mainly on Creativity.

The attribute is a strange one and doesn't seem to add anything to a player's performance from my experience. Some players have it and it doesn't hurt them but there is no position where all best performing players have high Creativity in common, unlike other combinations of positions and atts.

I know that Trip experimented with high Creativity(+passing) in combination with low CA before and it did make these players pass shitloads, so I'm expecting something similar to happen. I've created 12 MC's with 1 or 2 strong atts. I've used Creativity, Anticipation and Passing. Tests running.

BD

01-07-12, 05:35 PM

#289

Patinoz ◊
Player

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

looking back over some posts,
there is some saying players need creativity??
seems to be a lot of conflicting att's [i know this may just be people's views]
do you ever think you guys will get down to a set of att's that everybody agrees on is good for certain players/positions?

beez

01-07-12, 05:35 PM

#290

Patinoz ◊
Player

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

Where does anyone say players need creativity? I don't recall reading anything like that tbh.

This is an example of what Trip means I guess:

I think Trip mentioned 200 passes before so I'm not quite sure how special this is, but it's certainly a lot more than his teammates. Something I thought of before is; maybe creativity isn't an active attribute but passive and makes players give someone the ball? Just a thought.

BD

01-07-12, 05:35 PM

#291

Patinoz ◊
Player

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

it is included in the vital and desirable att's for players mate

Wingers

These guys are the mercurial entertainers who are in the side to provide ammunition for the forwards. The supporters will turn up in their droves to watch a winger twist and turn his fullback into the ground. But many teams, particularly at the lower levels, don't have room to support the traditional winger. These days a wide man is expected to toil for his own team as well as torment the opposition, so midfielders who can play on the wing or in the centre are often a good choice.

Vital Skills: Crossing, **Creativity**, Dribbling, Pace, Acceleration, Balance, Technique, Passing

Desirable Skills: Finishing, Long Shots, Teamwork, Work Rate, Off The Ball

Forwards

Goals win games, there's no denying that; and for these guys banging one in the net is a priority. However, the modern-day forward can bring more to a team than just his finishing ability. Combining a natural goalscorer with a creative forward player can be a deadly cocktail that spells trouble for opposing defences, and goals galore for you. The real life examples are numerous - look at Beardsley and Cole, or Bergkamp and Henry. [dated, or what?]

Vital Skills: Creativity, Finishing, Off The Ball, Dribbling, Passing, Technique, Pace, Acceleration

Desirable Skills: Teamwork, Flair, Balance, Long Shots, Anticipation, Crossing

beez

01-07-12, 05:36 PM

#292

Patinoz
Player

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

I am testing different versions of players right now, but there`s just so many different combinations of atts possible, that I doubt anything definitive will be the outcome.

I`ve yet to see creativity make a player perform better than without, I mean the shitload of passes are nice but it doesnt raise the avr much.

BD

01-07-12, 05:36 PM

#293

Patinoz
Player

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

what is the point of them adding it in as an att then if it's no good, very strange.

players do perform better without it, no doubt about that

great thread this

it's grown arms and legs with so many peoples diff opinions

what about throw in's? trip says they are useless to players with over 170ca, could they be uselss to players with a lower ca as well? and do you think this could affect avg rating as well?

cheers

beez

01-07-12, 05:37 PM

#294

Patinoz
Player

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

It is a strange attribute, that`s for sure !

The main reason I added it is because I`m working with lower CA than we normally do on updates. This means that attributes reach strengths they cant reach with higher CA. Players generally perform better with low creativity when they have high CA, but the explanation for that might not be that the attribute itself is allways useless. Lowering CA atts will make high CA atts stronger, so that could explain why low creativity seems to work for high CA players, because it strengthens the others.

I allways put throw-ins among the lowest bunch of the CA atts, not allways at 1 tho.

BD

01-07-12, 05:37 PM

#295

Patinoz
Player

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

so how did you actually discover that creativity wasn't a valuable att?
what other att's apart from throw ins do you think by lowering them could have an affect on an avg rating?

01-07-12, 05:37 PM #296

Patinoz ^o
Player

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

i have used low creativity with lowish ca players at crawley town and it even works with them, i also gave them low thro ins and they wer avg 7.5 etc.

beez

01-07-12, 05:38 PM #297

Patinoz ^o
Player

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

would you low creativity fit in with this you posted for each player?

Something like this(mainly based on cpu management):

GK:

- Handling
- Reflexes
- One on ones
- Consistency
- Anticipation
- Positioning
- Decisions
- Determination
- Agility
- Jumping

DL/DR:

- Pace
- Natural fitness
- Acceleration
- Stamina
- Technique
- Teamwork
- Tackling
- Dribbling
- Work rate
- Determination

DC:

- Strength
- Heading
- Jumping
- Natural fitness
- Teamwork
- Tackling
- Stamina
- Marking
- Positioning
- Determination

DMC:

- Teamwork
- Stamina
- Natural fitness
- Passing
- Technique
- Decisions
- Positioning
- Marking
- Anticipation
- Tackling

MC:

- Stamina
- Natural fitness
- Teamwork
- Technique
- Passing
- Decisions

Acceleration
Dribbling
Anticipation
Work rate

ML/MR:

Pace
Natural fitness
Acceleration
Stamina
Technique
Dribbling
Passing
Decisions
Crossing
Movement

AMC:

Stamina
Technique
Passing
Natural fitness
Movement
Teamwork
Decisions
Dribbling
Acceleration
Pace

FC (pacey):

Finishing
Nat. fitness
Stamina
Technique
Movement
Decisions
Acceleration
Pace
Dribbling
Agility

FC (strong):

Finishing
Nat. fitness
Stamina
Technique
Movement
Decisions
Strength
Heading
Jumping
Passing

as it isn't in there anywhere.

beez

01-07-12, 05:38 PM

#298

Patinoz ◊
Player

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

I added the average atts of the best performing players for each position when I ran the Super Leagues a few years ago(on the old team). It made sense to me that whatever they had in common would be key atts. In this research I plan to finetune those atts lists.

As for lowering atts, I think it`s allways useful to put atts that are not needed for a position low, even non CA atts. We found out that when you change atts like Pace/Acc/Technique/Workrate/Teamwork this also affects the intrinsic values(strength)of CA atts. It`s like the game compensates slow, lazy players with better CA atts.

BD

01-07-12, 05:38 PM

#299

Patinoz ◊
Player

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

when you did this did you take into account consistency or important games?

Patinoz 
Player

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

Consistency is in the key atts list for goalkeepers. Important matches didnt seem to matter much.

bd

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01-07-12, 05:39 PM

#301

Patinoz
Player

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

so it means more to a GK than an outfield player? thats strange as well imo, surely any player needs to be consistent to be decent? this game is a head fuck

beez

01-07-12, 05:39 PM

#302

Patinoz
Player

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

Here what I've found out about Creativity. I don't have a theory behind it, but I have enough real-game testing to be quite certain how things stand. There are two factors that influence the consistency of this att:

1. Its intrinsic value. The higher, the better. For more or less consistent results, around 45-50. For best results, >60
2. The player's CA. The lower, the better. For more or less consistent results, around 100 CA. For best results, around 90 and lower.

The first one makes sense; the second one doesn't. But there you go.
How it helps:

1. More passes -> Higher completed passes percentage, which directly influences match rating.
2. More passes -> Higher chance of making key passes/assists.

Coupled with another strong midfielder att, like passing, or dribbling or crossing, it really does help avg. Seen it numerous times.

Trip

01-07-12, 05:40 PM

#303

Patinoz
Player

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

Crazy how an att you would think helps players, esp att players works better when its taken away or lowered

beez

01-07-12, 05:40 PM

#304

Patinoz ◊
Player

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

Well, that's demonstrably not the case for Creativity, as I explained
Creativity works best when high, but only when CA is around 100 and below. From then on it still works but increasingly inconsistently.

Trip

01-07-12, 05:41 PM

#305

Patinoz ◊
Player

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

I loered creativity in a high ca messi and ronaldo and the results wer better than wen theyhad high creativity?

beez

01-07-12, 05:41 PM

#306

Patinoz ◊
Player

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

That's because they didn't have <100 CA, they didn't have high intrinsic creativity to begin with and they were forwards (Especially Ronaldo, who plays as a lone striker; you can't possibly expect him to rake in the passes from that position)

Trip

01-07-12, 05:41 PM

#307

Patinoz ◊
Player

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

What about the passes/game Trip ? What is good/great/exceptional ?

Meanwhile, Messi broke the 9.00 league avr.

BD

01-07-12, 05:42 PM

#308

Patinoz ◊
Player

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

deems,

i was thinking today,

why did the creators of this game give up to 200 ca/pa?

do you think that people on here have tested it more than they did? [im pretty sure people like you and trip ect have] do you think the 200 max was there for a reason?

also the superleague test you done have you got a link to it please?

cheers

beez

Patinoz ◊
Player

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

i got this one with high ca/pa

and it was computer controlled with 2 strikers.

beez

Patinoz ◊
Player

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

BD, anything in the range of 50-70 is good, 70-90 is great, anything above is pretty awesome, but the key element is the percentage of accurate passes. The higher amount of passes just makes it more probable to have a higher percentage.

Beez, yeah, I think the game's creators haven't really thought it through, also they didn't really have a sensible method of player creation, it seems to me. Also, they did leave a few glitches in the code, as we're all aware

Trip

Patinoz ◊
Player

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

@ Trip, I didnt ask the right question lol. What I meant to ask was what is the most passes you ever saw a player make in 1 game ? Maybe you missed the Trochovski screenshot in post 402. How special is that ?

@ Beez, these are the numbers I used for that Messi:

Dribbling 20
Finishing 13
Movement 13
Decisions 13
Penalties 13
Heading 13
Passing 10
Long Shots 10
Anticipation 4
Crossing 4
Creativity 4
Throw ins 1
Marking 1
Positioning 1
Tackling 1
Acceleration 19
Stamina 18
Technique 17
Pace 16
Strength 15
Agility 14
Jumping 13
Determination 12
Natural fitness 11

The Super League thread was unfortunately deleted and with it a lot of info. I`ll upload the Database if I can find it somewhere.

BD

Patinoz ◊
Player

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

Something I didnt expect;

The record was 21 assists by Gervinho - shattered

Updated record list:

Attackers(4-4-2):

Dzeko 16 MoM
Suarez 8.72 AvR
Ronaldo 38 goals

Attackers(4-5-1):

Messi 22 MoM
Ronaldo 22 MoM
Messi 9.00 AvR
Ronaldo 53 goals
Messi 11.1 dribbles

Wingers:

Gervinho 8.23 AvR
Bryan 27 assists

DC`s:

Nano 8.31 AvR
Mertesacker 7.3 tackles

BD

01-07-12, 05:45 PM

#313

Patinoz ◊
Player

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

Well, it is pretty rare to go above 100 passes/game, BD; as I said, anything above 90 is indeed a serious achievement.

Trip

01-07-12, 05:46 PM

#314

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ◊

Here what I've found out about Creativity. I don't have a theory behind it, but I have enough real-game testing to be quite certain how things stand. There are two factors that influence the consistency of this att:

- 1. Its intrinsic value. The higher, the better. For more or less consistent results, around 45-50. For best results, >60*
- 2. The player's CA. The lower, the better. For more or less consistent results, around 100 CA. For best results, around 90 and lower.*

*The first one makes sense; the second one doesn't. But there you go.
How it helps:*

- 1. More passes -> Higher completed passes percentage, which directly influences match rating.*
- 2. More passes -> Higher chance of making key passes/assists.*

Coupled with another strong midfielder att, like passing, or dribbling or crossing, it really does help avg. Seen it numerous times.

Trip

CA 1 is already sufficient. A CA1 team beat Barça and Real of ODB Sept update for crying out loud

Ruben

01-07-12, 05:46 PM

#315

Patinoz ◊
Player

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

I think the question is `how low can you go` without losing the realism of how a player is expected to look. I dont think Ruiz looks unreal tbh, but thats after a season. I bet he looks rubbish at gamestart.

01-07-12, 05:46 PM

#316

Patinoz ◊
Player

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

Well, looks at gamestart aren't really indicative, I'd say.

Trip

01-07-12, 05:47 PM

#317

Patinoz ◊
Player

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

Well, some might well howl at how unintelligible this is, but I'll give it a shot anyway. A quick player-creation guide:

The first thing you need to be aware of to create Tsigalkonised players (good one, BD) is intrinsic values.

What's that?

The same way a player has these hidden attributes that we all know about, some of a player's attributes have hidden values. The ones we see in-game, ranging from 1 to 20 are the visible manifestations of these hidden values.

How do you see them?

With the help of a particular tool: Graeme's CM 01/02 Save Game Editor. It's on the fourth page of the "Tools" category in Downloads.

How does it work?

You install and run the tool. You load a savegame. A screen appears where on the left you can type in players' names and they show up in a dialog box. On the right are the player's details. This is how it looks.

From a player creator's perspective, the most interesting thing about this is the "Attributes 1" tab. There are three rows of columns. Each row consists of two columns. In the right column there are the visible values, the ones we see in-game. In the left column are the intrinsic, hidden values, the ones that matter. You can see that for some attributes the visible and hidden values are the same. These are the non-CA atts. For some attributes the visible and hidden values are different. These are the CA atts. The most important thing in player creation is to be able to manipulate the CA atts.

What do these intrinsic values mean?

The same way visible values can be weak (1-2-3), mediocre (10-11-12) and strong (18-19-20), hidden values can also be weak, mediocre and strong.

131 is the weakest intrinsic value I've seen.

You can see that Messi up there has a Handling value of 136 which means he's terribly bad at being a goalkeeper (it figures; he's very short). From 131, intrinsic values climb.

235 is the average intrinsic value.

255 is the threshold between mediocre and strong intrinsic values.

From 255 onwards, however, they don't climb, but return to 0. So the intrinsic value which is $255+1$ isn't 256 but 0. $255+2$ is 1. $255+20$ is 19. And from 0 again they climb.

The strongest intrinsic value I've seen is 117. Skalidis' Finishing is 98.

How do you manipulate them?

Above I said that 235 is the average intrinsic value. How do I know? Because if you create a player whose CA atts are all equal in the Editor, their intrinsic values will turn out 235 or 236: a perfect equilibrium.

We take this average value of 235 as our starting point. Now comes the tricky part.

Let's take a look at the following screen. This is how Messi from the first screen looks like in the Editor.

We start with the first CA att: Anticipation. It's 6. This means it's $1 + 5$.

We write down (or remember) 5.

On to the next one, which is Crossing. It's $4 = 1 + 3$.

We add the 3 to that first 5 = 8.

On to the next one.

And so on.

We add up all of them, except for One on Ones, Reflexes and Throw-ins. Just to be sure, I prefer to set all of them to 1.

Messi's sum of all CA atts, calculated in the above manner, is

three times 19 = 57 +
two times 5 = 10 +
three times 3 = 9 +
one time 1 +
five times 0 = 0
= 77.

What we do with this 77 is we divide it by 3. We get a result of approximately 26.
What we do with this 26 is we deduct it from the average intrinsic value I mentioned, 235. We get a result of 209.
This 209 is Messi's intrinsic base.

As we can see in that first screen of his, his Marking/Tackling/Positioning/Heading/Reflexes/Penalties, which were set to 1s in the Editor, are all 210. To all intents and purposes they coincide with his intrinsic base, which is what is supposed to happen with a well-made player. Players whose distribution of atts isn't optimal, don't follow this formula and the one given below.

What we do with this intrinsic base of 209/210 is we follow the formula:

$$210 + (\text{EditorAtt} - 1) \times 5$$

If we use it on his Anticipation attribute we get $210 + (6-1) \times 5 = 210 + 25 = 235$. Which is what his Anticipation at gamestart really is. We do the same for every other att. We see that his strongest atts, which have an intrinsic value of 49 each, also follow the formula:

$$210 + (20-1) \times 5 = 210 + 95 = 305, \text{ which is exactly 49 when we take into account the way intrinsic values rise.}$$

This way we can calculate the intrinsic value of a player's attributes before we ever start the game, so we don't have to constantly tweak, load a game, get disappointed, then tweak again, load again and then repeat ad nauseam. Also, we can, by these calculations calibrate different atts to perfection.

It might seem complicated, but it's actually fifth grade arithmetic at best

As to how that Messi from the above two screens looks and performs, here's how:

This is him in the most recent ODB update. I've changed his attacking midfielder rating from 19 to 1 to ensure he plays as a forward and not an AMC, and I've tweaked him as shown in the Editor screen above. I've changed nothing else. You can see that compared to the default ODB Update Messi, he's sacrificed a few points, but he does perform pretty well

Trip

The Following User Says Thank You to Patinoz For This Useful Post:

[Gattattack](#)

01-07-12, 05:47 PM

#318

Patinoz ◊
Player

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

immense

beez

01-07-12, 05:47 PM

#319

Patinoz ◊
Player

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

I'd like to see the face of a SI staff member who worked on this game when reading this thread.

churky

01-07-12, 05:48 PM

#320

Patinoz ◊
Player

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

Something like that.

01-07-12, 05:48 PM

#321

Patinoz ◊
Player

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

They might have known about this, who knows, maybe the Tsigalkos were meant exactly as what they are - not glitches in the gameplay but hidden treasures; there are such things in many games and I don't see why they shouldn't exist in a football manager simulator

Trip

01-07-12, 05:48 PM

#322

Patinoz ◊
Player

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

Hi guys, and thank you for a very interesting thread :-)

I have been playing around a bit with the CA15(18) and made some nice players with the technique.

However, this does not seem to apply to the goalkeepers, as their stats are not good even if the average CA15(18) is low. Are there a limited number of stats taken into consideration for GKs? Like Handling, Reflexes, One on One etc...

If someone could give me an example of how a GK would look using this technique, I would be grateful.

To Blue Demon:

Would be great if you could give a listing of CA/PA and the CA15 spread(skill value and number of each) for all the different kind of setups you have been using.

This could make a good overview for newbies like me for creating CA15 player :-)

Rovers

01-07-12, 05:48 PM

#323

Patinoz ◊
Player

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

i think they players wer put in along with the super greeks as a bit of fun.

beez

01-07-12, 05:49 PM

#324

Patinoz ◊
Player

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

I think the supergreeks resulted in that researcher getting fired.

Brilliant stuff, Trip.

KDS

01-07-12, 05:49 PM

#325


Patinoz ◊
Player

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

churky, it never was a particularly good simulation, but on the other hand it *is* a game. Still, yeah, it's not too probable they knew how to create players very well.

Thanks, KDS I know you're not really interested in this so much as in playing the game and I appreciate the kind words How's your Italian winger doing?

Trip

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01-07-12, 05:50 PM

#326

Patinoz
Player

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

Originally Posted by Patinoz

To Blue Demon:
Would be great if you could give a listing of CA/PA and the CA15 spread(skill value and number of each) for all the different kind of setups you have been using.
This could make a good overview for newbies like me for creating CA15 player :-)

Rovers

I can post a few, but I`ve created 46 unique players so far, so posting all would be too much lol.

Nano

63 CA/103 PA

- Tackling 20
- Positioning 20
- Heading 11
- Marking 11
- Decisions 11
- Anticipation 6
- Passing 6
- Crossing 6
- Movement 6
- Dribbling 4
- Long Shots 4
- Finishing 4
- Penalties 4
- Creativity 4
- Throw ins 1

- Pace 19
- Strength 18
- Jumping 17
- Natural fitness 16
- Teamwork 15
- Stamina 14
- Determination 13
- Acceleration 12

Messi

71 CA/111 PA

- Dribbling 20
- Finishing 13
- Movement 13
- Decisions 13
- Penalties 13
- Heading 13

Passing 10
Long Shots 10
Anticipation 4
Crossing 4
Creativity 4
Throw ins 1
Marking 1
Positioning 1
Tackling 1

Acceleration 19
Stamina 18
Technique 17
Pace 16
Strength 15
Agility 14
Jumping 13
Determination 12
Natural fitness 11

Ruiz

58 CA/98 PA

Passing 20
Crossing 20
Decisions 12
Dribbling 12
Movement 12
Finishing 9
Long Shots 6
Heading 6
Anticipation 6
Creativity 6
Penalties 1
Throw ins 1
Marking 1
Positioning 1
Tackling 1

Stamina 20
Technique 19
Agility 18
Teamwork 17
Work rate 16
Determination 15
Flair 14
Pace 13
Natural fitness 12
Acceleration 11

Trochovski

59 CA/99 PA

Creativity 20
Anticipation 16
Passing 16
Marking 10
Movement 10
Positioning 10
Tackling 10
Decisions 6
Dribbling 6
Crossing 6
Long Shots 1
Finishing 1
Throw ins 1
Penalties 1
Heading 1

Stamina 19
Natural fitness 18
Teamwork 17
Technique 16
Acceleration 15
Work rate 14

Also Nano says:

BD

01-07-12, 05:54 PM

#327

Patinoz ◊
Player

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

I'm interested, I just don't have time to set up and run tests. Hence I haven't had the chance to really check out my little Italian, but first signs are very encouraging. I also found a Slovak SC who is doing well (screen later)

KDS

01-07-12, 05:54 PM

#328

Patinoz ◊
Player

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

Actually, I've found searching for guys like Borrelli really addictive. They're kind of freaks, but not really since their atts in the Editor are probably set to 0s and it's a matter of luck who'll get to win the lottery in that particular game. It lets you do something interesting but without the same old names

Trip

01-07-12, 05:55 PM

#329

Patinoz ◊
Player

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

Thanks for the examples :-)

Do you have any input on the GK?

I have had no luck getting high handling and reflexes with low CA. Positioning however, can get up to 20 if the rest of the CA15 is low...

rovers

01-07-12, 05:55 PM

#330

Patinoz ◊
Player

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

It could be that not every attribute has the same `costs`. I havent created any goalkeepers in the Tsigalko DB yet, but I`m planning to create some soon. You`re not the first to ask.

BD

01-07-12, 05:55 PM

#331

Patinoz ◊
Player

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

Originally Posted by **Patinoz** ◊

Actually, I've found searching for guys like Borrelli really addictive. They're kind of freaks, but not really since their atts in the Editor are probably set to 0s and it's a matter of luck who'll get to win the lottery in that particular game. It lets you do something interesting but without the same old names

Trip

Totally agree.

KDS

Patinoz ◊
Player

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

My guess is that the GK atts are only 2-3, so it will be impossible to make the average low.

Anyway, looking forward to your GK testing.

rovers

Patinoz ◊
Player

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

What I've found out in my GK testing is that, all things being equal (all 1s in the Editor), it's Handling's and Reflexes' intrinsic values that turn out on top - zeroes. Then follows the cluster of Anticipation, Decisions and Positioning, then Passing, Long Shots and Heading.

Trip

Patinoz ◊
Player

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

long shots is a strange one eh?

beez

Patinoz ◊
Player

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

So's Heading, don't see what they'd need it for... Maybe it combines with Handling? And Long Shots combine with Passing?

Trip

Patinoz ◊
Player

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

LS might be goal kicks for the GK...

rovers

Patinoz ◊
Player

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

great stuff trip,
what are the best intrinsic's for the other positions on the field mate?

beez

Patinoz ◊
Player

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

what i would also love to see is the best gk's in the world maybe getting an 8 avg rating for the season, or high 7's pisses me off they dont!!!

beez

01-07-12, 05:59 PM

#339

Patinoz
Player

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

Originally Posted by Patinoz

So's Heading, don't see what they'd need it for... Maybe it combines with Handling? And Long Shots combine with Passing?

Trip

Just because those intrinsic values come out higher than other doesnt mean they are important for the position imo. I`m pretty sure one-on-ones and consistency are more important for GK`s than long shots, heading and passing.

Originally Posted by Patinoz

what i would also love to see is the best gk's in the world maybe getting an 8 avg rating for the season, or high 7's pisses me off they dont!!!

beez

No chance. I`ll be delighted if I can get 7.30+

01-07-12, 05:59 PM

#340

Patinoz
Player

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

Championship Manager 01/02

Saturday 19.6.04 PM

Sebastien Frey (Genoa)

Action

Profile	Injuries & Bans	Contract	Transfer	History	
Born 19.3.70 (Age 34). French (2 caps).					
Acceleration	5	Flair	4	Set Pieces	5
Aggression	17	Handling	19	Stamina	16
Agility	19	Heading	12	Strength	15
Anticipation	16	Influence	14	Tackling	17
Balance	14	Jumping	16	Teamwork	15
Bravery	17	Long Shots	13	Technique	5
Creativity	2	Marking	5	Work Rate	14
Crossing	5	Off The Ball	4	Preferred Foot	Right
Decisions	13	Pace	5	Form	8-8-8-8-7
Determination	16	Passing	13	Morale	Ok
Dribbling	4	Positioning	15	Condition	93%
Finishing	1	Reflexes	16		

	Apps	Con	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	1	1	0	0	50%	2.0	0.0	-	7.00
League	37	66	0	3	-	0.0	0.0	-	7.70
Cup	6	9	0	1	-	0.0	0.0	-	7.50
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	43	75	0	4	-	0.0	0.0	-	7.67

Goalkeeper

Back Next

beez

Patinoz ◊
Player

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

BD, I'd say they're more important too, but they're both pretty independent of Editor tinkering. One-on-Ones is a CA att, but just like Throw-ins it behaves strangely, and Consistency is a non-CA att that has an effect across the board. As for other atts, I'd say that no single one is as important for keepers as is Handling.

A couple of days ago I fiddled with a GK in the Editor, trying to see how goalkeeper Editor atts come out intrinsically. At some point I came up with a high Decisions + Handling guy (both were +30 intrinsically). His other atts were pretty low, esp. his Reflexes. In a crappy Scottish team this guy easily broke the 7.7 avg. I don't know if Decisions had anything to do with it, but Handling most certainly did.

Trip

01-07-12, 06:00 PM

#342

Patinoz ◊
Player

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

I have been doing some more testing in creating GKs. Handling and reflexes seem to be the important atts here. Could not get both of them high even with all other CA15 set to "1".

rovers

01-07-12, 06:00 PM

#343

Patinoz ◊
Player

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

That's because they're connected.

Basically, each intrinsic point one of them gains is at the expense of an intrinsic point from the other.

The atts of a keeper are not all interconnected, but are connected rather in groups. Handling + Reflexes. Decisions + Anticipation + Positioning. Global changes still affect the atts in these groups but not nearly as much as changes within the group itself.

Trip

01-07-12, 06:01 PM

#344

Patinoz ◊
Player

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

Does each of those groups work like the normal CA15 regarding CA?

A given CA will allow a certain average within the group if so.

This would make it nearly impossible to make a good GK with very low CA.

A good GK must in my opinion have high handling, reflexes, positioning + the correct physical and mental atts.

rovers

01-07-12, 06:01 PM

#345

Patinoz ◊
Player

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

I don't think CA15 would be applicable in this case, but if you stop looking at it in terms of "A certain average should have a certain CA" it could work easily I would say. Also, Reflexes aren't very important really.

Trip

01-07-12, 06:01 PM

#346

Patinoz ◊
Player

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

I strangely find that positioning seems to be somewhat important to GK's too

KDS

01-07-12, 06:02 PM

#347

Patinoz ◊
Player

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

Positioning is important for goalkeepers in my opinion due to the fact they have to be in the right place at the right time. Makes perfect sense to me.

Jesus

01-07-12, 06:02 PM

#348

Patinoz ◊
Player

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

From my research the following are seemingly the trainable attributes for goalkeepers:

Anticipation
Creativity
Decisions
Handling
Heading
Long Shots
Pasing
Positioning
Reflexes
Tackling
Influence
One on Ones
Penalties
Throw Ins

These play a part in some shape or form in getting the keepers up. Now i'm not sure if any of the non relevant attributes play a part in getting a solid keeper, but in the SIM testing when I first looked at keepers, I think the highest average I got for a keeper in a season was 7.3, and that was Pepe Reina.

Baz

01-07-12, 06:02 PM

#349

Patinoz ◊
Player

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

Is there a mathematic formula to calculate the correct CA according to the CA15 values?

The table in the "SIM - CA related abilities" thread, does not give an accurate answer to it.

rovers

01-07-12, 06:02 PM

#350

Patinoz ◊
Player

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

You mean this table?

Trip

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Thread Tools

01-07-12, 06:03 PM

#351

Patinoz
Player

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

Lads,

i have noticed in some tests that hardly any teams in all legues/divisions score over 2 goals per game, have tried diff tactics/formations but it's still not great. any ideas on this?

i leave the game on holiday mode while testing.

also,

does anybody know how or what to change to set the managers preferred tackling? Normal/Hard etc? can't see anything for that at all.

cheers

beez

01-07-12, 06:03 PM

#352

Patinoz
Player

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

As to the goals, it would be a result of the players used. I'll look into the tackling.

Trip

01-07-12, 06:04 PM

#353

Patinoz
Player

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

Here you go lads. Copied the entire Tsigalko / van Nistelrooy Thread.

Have fun

02-07-12, 12:56 PM

#354

Jesus
First Team Player

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

So glad to have this back

17-07-12, 01:15 PM

#355

emanon
Unattached

I have re-read a few pages of this thread, but I need to ask:

What was the conclusion?

Does a 200 CA/PA guy with 20 for all attributes perform better than, say a 100 CA/PA guy with selected attributes?
Would a team of Tsigalkos beat a team of Nistels?

17-07-12, 02:29 PM

#356

Goofy ◦
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Originally Posted by emanon

Would a team of Tsigalkos beat a team of Nistels?

Yes

17-07-12, 09:03 PM

#357

Patinoz ◦
Player

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

I'd say so too.

17-09-12, 04:04 PM

#358

Jussie ◦
Youth Team Player

Join Date: 06-03-12
Posts: 9

FYI: Including the opening post, there are a lot of posts attributed to Jesus which were in fact written by me.

18-09-12, 04:49 PM

#359

Patinoz ◦
Player

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

sorry mate, must have only read j-something and wrote jesus. was an absolute bitch to copy across.

18-10-12, 09:42 PM

#360

Vianna 24-05-1995 ◦
Youth Team Player

Join Date: 06-03-12
Posts: 5

Is Ricardo Kishna, AM L (Ajax Amateurs) a good example: PA: 117? Or am I not getting this discussion?

Bought him at the beginning of the season with Sparta Rotterdam at 17 years old:

Ingame stats

Dribbling: 17
Creativity: 15
Decisions: 10
Off the Ball: 10
Passing: 9
Anticipation: 7
Crossing: 7
Finishing: 7
Heading: 7
Tackling: 5
Long Shots: 4

Marking: 4
Positioning: 4

Stamina: 20
Acceleration: 19
Technique: 18
Pace: 17
Flair: 16

Stats:

Apps 32
Gls 7
Asts 12 (best of the competition)
MoM 6
Drb 2.0
Av R 7.47

Played him in a non wib/wob 4141 formation as AM L.

[Kishna.jpg](#)

Last edited by Vianna 24-05-1995; 18-10-12 at 09:56 PM.

19-10-12, 11:10 PM

#361

Blue Demon ◦
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

It`s a good example mate, I could`ve created that one myself, lovely gem. What DB is he in ?

20-10-12, 01:01 AM

#362

Vianna 24-05-1995 ◦
Youth Team Player

Join Date: 06-03-12
Posts: 5

He's in the September 2012 update.

Cool challenge to scout a squad formation full of these blokes. Not quite sure yet which attributes to look for in surtain postions though but i'll keep scouting!

22-01-13, 02:48 PM

#363

heldheld ◦
Youth Team Player

Join Date: 18-05-12
Posts: 32

So is any of this research still ongoing? or is there stuff that hasn't been posted that could be of value? I really wanna read another 15 pages of this!

Last edited by heldheld; 22-01-13 at 03:15 PM.

15-04-14, 10:33 PM

#364

suren ◦
Youth Team Player

Join Date: 23-03-12
Location: Istanbul
Posts: 16

I have a recent example on why Tsigalko-likes are superior. Screenies below tells what important is finishing, pace and jumping. No need off the ball or stamina.

There is a promoted boy. Massimiliano Foti. When he promoted at the age of 16, he was just have 14 finishing and that was all. I did not train him. He was trained in general.

I started a new season now and three of my forwards were either suspended or injured and I had to give him a go. And he used his chance nicely.

I play with IodineCF. One of the MC's is playmaker. I don't substitute players without dismissals or rating 5. And the forward always mark the goalkeeper of the other team.

I don't use strikers. I don't believe in versatility. MC for MC, AMC for AMC, FC for FC. Never ever buy a SC. (Yes, neither Tsigalko nor Ruud would be my man.)

Here look what crazy Foti did (with CA 155 and PA 167). By the way he is mostly head-hattricker.

92

21. Massimiliano Foti (Inter)

Profile
Injuries & Bans
Contract
Transfer
History

Action

Born 1.8.02 (Age 18). Italian.

Acceleration	12	Flair	10	Set Pieces	14
Aggression	9	Handling	1	Stamina	10
Agility	15	Heading	14	Strength	12
Anticipation	7	Influence	10	Tackling	12
Balance	9	Jumping	20	Teamwork	12
Bravery	10	Long Shots	15	Technique	17
Creativity	9	Marking	12	Work Rate	13
Crossing	12	Off The Ball	12	Preferred Foot	Either
Decisions	8	Pace	16	Form	
Determination	16	Passing	14	Morale	Superb
Dribbling	17	Positioning	9	Condition	93%
Finishing	20	Reflexes	1		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	3	11	2	2	73%	0.0	1.0	92%	10.00
Cup	0 (1)	0	0	0	40%	1.0	0.0	0%	6.00
Continental	4	6	0	1	64%	0.0	2.0	75%	8.25
International	-	-	-	-	-	-	-	-	----
Senior Club	7 (1)	17	2	3	67%	0.1	1.4	78%	8.63

Attacking Midfielder/Forward (Right/Centre)

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92

Basel

1

Inter

7

Action

Match Overview

	Pas	Cmp	Key	Tck	Won	Key	Hea	Won	Key	Ast	Sho	On	Con		
1 Roland Meyer	10	7	0	0	0	0	0	0	0	0	0	0	96	7	
4 Giovanni Morini	46	43	4	5	3	0	0	0	0	1	0	0	65	8	
5 Panagiotis Anastasakis	42	40	0	10	6	1	0	0	0	0	0	0	76	7	
3 Silvio Argüello	34	27	1	1	1	1	0	0	0	1	0	0	65	9	
2 Dan Sullivan Inj 84	41	36	2	5	3	0	1	1	1	1	1	1	28	8	
6 Alain Genet	63	53	6	7	6	1	5	4	1	4	0	0	75	10	
8 Korkmaz Yücel	48	32	1	0	0	0	4	3	2	0	6	5	70	10	2
12 Cláudio de Moraes	22	16	2	4	2	0	1	0	0	0	1	1	76	8	1
18 António Silveira Júnior	16	11	0	0	0	0	6	2	1	0	3	1	66	7	
10 Bafetidis Storaï (c)	29	24	0	1	0	0	1	0	0	0	0	0	65	7	
21 Massimiliano Foti	23	21	0	1	1	0	11	9	6	0	8	7	74	10	4
13 Martino Russo															
9 Cristian Zanotto															
14 Jonny Jacobsen on 84	2	2	0	0	0	0	0	0	0	0	0	0	97	7	
32 Juan Pablo Luz															
23 Cristian Blanco															
20 Rubén Darío Sánchez															
31 Róbson Santiago															

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League Table
Inter Stats

Parc Saint-Jacques, Bâle

Massimiliano Foti (Internazionale)

Massimiliano Foti (Inter)

Born 1.8.2002 (Age 18). Italian.

Profile **Hidden** Contract Transfer

Adaptability:	14	Professionalism:	13	Scout Ratings:	
Ambition:	14	Sportsmanship:	8	Goalkeeper:	50,62 %
Consistency:	16	Temperament:	6	Defender:	61,89 %
Corners:	10	Throw Ins:	19	Defensive Midfielder:	61,82 %
Dirtiness:	6	Versatility:	11	Midfielder:	63,21 %
Important Matches:	11			Attacking Midfielder:	65,17 %
Injury Proneness:	9	Ability:	155	Wing:	64,65 %
Loyalty:	18	Potential Ability:	167	Attacker:	66,73 %
Natural Fitness:	5				
One On Ones:	4	Home Reputation:	5180		
Penalties:	17	Current Reputation:	4835		
Pressure:	12	World Reputation:	6029		

Attacking Midfielder/Forward (Right/Central)

15-04-14, 10:51 PM

#365

BeezerCeltic1967 ◦
Director

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

Originally Posted by **suren**

I have a recent example on why Tsigalko-likes are superior. Screenies below tells what important is finishing, pace and jumping. No need off the ball or stamina.

There is a promoted boy. Massimiliano Foti. When he promoted at the age of 16, he was just have 14 finishing and that was all. I did not train him. He was trained in general.

I started a new season now and three of my forwards were either suspended or injured and I had to give him a go. And he used his change nicely.

I play with IodineCF. *One of the MC's is playmaker. I don't substitute players without dismissals or rating 5. And the forward always mark the goalkeeper of the other team.*

I don't use strikers. I don't believe in versaility. MC for MC, AMC for AMC, FC for FC. Never ever buy a SC. (Yes, neither Tsigalko nor Ruud would be my man.)

Here look what crazy Foti did (with CA 155 and PA 167). By the way he is mostly head-hattricker.

92
21. Massimiliano Foti (Inter)
Action

Profile
Injuries & Bans
Contract
Transfer
History

Born 1.8.02 (Age 18). Italian.

Acceleration	12	Flair	10	Set Pieces	14
Aggression	9	Handling	1	Stamina	10
Agility	15	Heading	14	Strength	12
Anticipation	7	Influence	10	Tackling	12
Balance	9	Jumping	20	Teamwork	12
Bravery	10	Long Shots	15	Technique	17
Creativity	9	Marking	12	Work Rate	13
Crossing	12	Off The Ball	12	Preferred Foot	Either
Decisions	8	Pace	16	Form	
Determination	16	Passing	14	Morale	Superb
Dribbling	17	Positioning	9	Condition	93%
Finishing	20	Reflexes	1		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	3	11	2	2	73%	0.0	1.0	92%	10.00
Cup	0 (1)	0	0	0	40%	1.0	0.0	0%	6.00
Continental	4	6	0	1	64%	0.0	2.0	75%	8.25
International	-	-	-	-	-	-	-	-	----
Senior Club	7 (1)	17	2	3	67%	0.1	1.4	78%	8.63

Attacking Midfielder/Forward (Right/Centre)

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92

Basel

1

Inter

7

Action

Match Overview
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Match Report

		Pas	Cmp	Key	Tck	Won	Key	Hea	Won	Key	Ast	Sho	On	Con		
1	Roland Meyer	10	7	0	0	0	0	0	0	0	0	0	0	96	7	
4	Giovanni Morini	46	43	4	5	3	0	0	0	0	1	0	0	65	8	
5	Panagiotis Anastasakis	42	40	0	10	6	1	0	0	0	0	0	0	76	7	
3	Silvio Argüello	34	27	1	1	1	1	0	0	0	1	0	0	65	9	
2	Dan Sullivan	Inj 84	41	36	2	5	3	0	1	1	1	1	1	28	8	
6	Alain Genet	63	53	6	7	6	1	5	4	1	4	0	0	75	10	
8	Korkmaz Yücel	48	32	1	0	0	0	4	3	2	0	6	5	70	10	2
12	Cláudio de Moraes	22	16	2	4	2	0	1	0	0	0	1	1	76	8	1
18	Antônio Silveira Júnior	16	11	0	0	0	0	6	2	1	0	3	1	66	7	
10	Bafetidis Storai (c)	29	24	0	1	0	0	1	0	0	0	0	0	65	7	
21	Massimiliano Foti	23	21	0	1	1	0	11	9	6	0	8	7	74	10	4
13	Martino Russo															
9	Cristian Zanotto															
14	Jonny Jacobsen	on 84	2	2	0	0	0	0	0	0	0	0	0	97	7	
32	Juan Pablo Luz															
23	Cristian Blanco															
20	Rubén Darío Sánchez															
31	Róbson Santiago															

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Parc Saint-Jacques, Bâle

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Natural Fitness:	5				
One On Ones:	4	Home Reputation:	5180		
Penalties:	17	Current Reputation:	4835		
Pressure:	12	World Reputation:	6029		

Attacking Midfielder/Forward (Right/Central)

stopped reading after that tbh.

15-04-14, 11:10 PM

#366

info0 o
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

Nope. IodineCF is based so that no matter who is up top will score shitloads of goals. Beezer is right.

Plus you are absolutely adding another cheat to beast formation (top of OTL), by man marking GK (known glitch in CM series 😊).

Sorry, but that proves nothing in my book either. Had van Nistelrooy scoring over 140 goals on 3.9.68 recently (and he is PA 195+).

But I do know CA 1 PA 21 team can BEAT CA 200/PA 200 team with RIGHT attributes selected. 😊

15-04-14, 11:11 PM

#367

BeezerCeltic1967 o
Director

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

Originally Posted by **info0** o

Nope. IodineCF is based so that no matter who is up top will score shitloads of goals. **Beezer is right.**

Plus you are absolutely adding another cheat to beast formation (top of OTL), by man marking GK (known glitch in CM series 😊).

Sorry, but that proves nothing in my book either. Had van Nistelrooy scoring over 140 goals on 3.9.68 recently (and he is PA 195+).

But I do know CA 1 PA 21 team can BEAT CA 200/PA 200 team with RIGHT attributes selected. 😊



15-04-14, 11:12 PM

#368

charliebhoy67
Unattached



15-04-14, 11:51 PM

#369

suren o
Youth Team Player

Join Date: 23-03-12
Location: Istanbul
Posts: 16

Of course I know it's cheating. Everybody knows. But what I want to imply is may be we are wrong with attributes. This wonderkid doesn't seem wonderkid. No off the ball, no stamina. Most of matches he starts with % 75 - 85 stamina. I play the season 2020/21 now

and all that previous season I play with wonderful stats, key stats players in forward, but no one did what this kid did. And I tried it with defence players. I found a one from reserves only has marking, position and jumping. No tackling, no heading. And pathetic pace. He did wonders as well.

Defender one. Doesn't have tackling but tackle wonderfully somehow. Doesn't have heading but won nearly all aerial balls.

Championship Manager 01/02

17. Emanuele Usai (Inter)

Born 9.6.99 (Age 21). Italian.

Profile	Injuries & Bans	Contract	Transfer	History	
Acceleration	13	Flair	10	Set Pieces	7
Aggression	10	Handling	1	Stamina	13
Agility	9	Heading	11	Strength	11
Anticipation	6	Influence	15	Tackling	11
Balance	13	Jumping	18	Teamwork	12
Bravery	10	Long Shots	10	Technique	12
Creativity	6	Marking	20	Work Rate	11
Crossing	13	Off The Ball	11	Preferred Foot	Left Only
Decisions	8	Pace	8	Form	7-8-9-8-10
Determination	15	Passing	11	Morale	Superb
Dribbling	11	Positioning	20	Condition	85%
Finishing	10	Reflexes	1		

	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	24	0	3	1	74%	4.0	0.3	66%	7.83
League	3	0	2	1	84%	5.0	0.0	-	9.00
Cup	-	-	-	-	-	-	-	-	----
Continental	-	-	-	-	-	-	-	-	----
International	-	-	-	-	-	-	-	-	----
Senior Club	3	0	2	1	84%	5.0	0.0	-	9.00

Defender (Left/Centre)

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Championship Manager 01/02

Perugia 0 Inter 3

Match Overview Match Stats Action Zones Match Report

		Pas	Cmp	Key	Tck	Won	Key	Hea	Won	Key	Ast	Sho	On	Con	
1	Roland Meyer	15	5	0	0	0	0	0	0	0	0	0	0	97	7
17	Emanuele Usai	44	35	0	5	5	4	11	10	7	1	0	0	82	10
4	Giovanni Morini (c)	28	19	1	10	7	3	3	2	0	0	0	0	81	8
32	Juan Pablo Luz	21	18	0	2	2	0	3	1	0	0	0	0	79	6
2	Dan Sullivan	22	17	0	2	2	0	1	1	0	0	0	0	79	7
6	Alain Genet	53	39	1	3	2	1	3	3	1	1	2	0	74	8
8	Korkmaz Yücel	34	31	1	1	0	0	5	0	0	0	1	0	69	7
11	Johan Devaux	15	10	0	0	0	0	4	2	0	0	0	0	91	7
7	Marcos Vianna	24	11	0	0	0	0	3	0	0	0	2	1	77	7
15	Don Coates	31	23	0	0	0	0	4	0	0	0	1	1	70	8
21	Massimiliano Foti	19	8	1	0	0	0	6	2	1	1	2	2	76	8
13	Martino Russo														
31	Róbson Santiago														
14	Jonny Jacobsen														
23	Cristian Bianco														
9	Cristian Zanotto														

You Have News

Perugia Stats Player Ratings Inter Stats

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Wonderkid does all that below. Prior to him I used 4 forward, all of them was superior to him by attributes, but he reach 90 goals a season record of my Inter history and went beyond.

Here, he breaks a welldone average record in 2021. Weird. Nobody before him did so well. They were all more handsome-attributed.



And we know in future seasons goals dries up because of nice positioned defenders around.

But here is the CL final.



Season:

Championship Manager 01/02

Wednesday 26.5.21 EVE

21. Massimiliano Foti (Inter)

Action

Profile Injuries & Bans Contract Transfer History

Born 1.8.02 (Age 18). Italian (1 cap).

Acceleration	12	Flair	10	Set Pieces	14
Aggression	9	Handling	1	Stamina	10
Agility	15	Heading	14	Strength	12
Anticipation	7	Influence	11	Tackling	12
Balance	9	Jumping	20	Teamwork	12
Bravery	10	Long Shots	15	Technique	17
Creativity	9	Marking	12	Work Rate	13
Crossing	12	Off The Ball	12	Preferred Foot	Either
Decisions	8	Pace	16	Form	9-8-10-7-10
Determination	16	Passing	14	Morale	Superb
Dribbling	17	Positioning	9	Condition	78%
Finishing	20	Reflexes	1		

	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	0	0	0	0	-	-	-	-	----
League	29	63	7	14	68%	0.0	1.6	79%	8.90
Cup	8 (1)	8	1	1	69%	0.2	1.0	65%	7.56
Continental	18	39	1	9	71%	0.1	1.4	83%	8.89
International	1	0	0	0	50%	0.0	0.0	100%	7.00
Senior Club	55 (1)	110	9	24	69%	0.1	1.4	79%	8.68

Attacking Midfielder/Forward (Right/Centre)

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You Have News

15-04-14, 11:57 PM

#370

BeezerCeltic1967
Director

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

tackling is useless to a fullback.

as for foti, it is unclear what actual position you are playing him in?

it's well know that one of the top 3 atts for a position set very high and surrounded by a lot lower important att's for that position will result in a monster for that att. rather than having 3 atts at 20 for the same position which would be detrimental for that player as crazy as it sounds.

what tactic are you using?

16-04-14, 12:11 AM

#371

suren
Youth Team Player

Join Date: 23-03-12
Location: Istanbul
Posts: 16

IodineCF. I don't buy Striker's. Don't use versatility. MC for MC, AMC for AMC, FC for FC. Never played a SC in a FC or AMC in a MC. Because of that some of my first eleven is bad players. Especially MC's. Data doesn't produce much natural born MC's. And I don't train my players for new position. When I find a decent MC, I'll play him till he retires. Foti plays in FC. What amazes me, how a shit header defence players won all that aerial balls. I checked opposent forwards, they were always superior to mine. In previous seasons my former forwards was caught offside a lot. Especially when I played against teams who prefers offside tactic. But Foti kid somehow beats that. My team nearly catch offside when he plays upfront. My former forward was a attribute-killer but when we play against offside-trapper teams we were faced over 20 offside a game. When with Foti I did not see over 7 offside a season. May be game engine has a code as three/two 20 rule. Both Foti and the defender guy whose screenie I posted had only two or three 20. For Foti jumping & finishing. His off the ball is just 12. The defender guy has only marking and positioning for 20. Heading and tackling are 11. But somehow they fools the engine. In future seasons like I play now (I played dozens times before) I never have a player who can score that much. Because in future seasons goals dries up.

16-04-14, 12:13 AM

#372

suren
Youth Team Player

Join Date: 23-03-12
Location: Istanbul

The defender guy played in DC. I did not played him as fullback. In iodine tactic, generally my central defenders play average of 6.50's. But this new shit player played like new Stam.

16-04-14, 12:16 AM #373

BeezerCeltic1967 ◦
Director

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

if you are using guys in "cheat tactics" mate, then i cant help you my friend as that affects players in a different way to normal champ. I can only speak from my experience in years of updating this game.

16-04-14, 12:50 AM #374

info0 ◦
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

Tackling is useless for fullbacks. Fact of modern game mate. In Champman they can perform though both offensively and DEFENSIVELY (which is something they are inept to do irl - most of them at least 😊).

New form of defense is just using whole team pressure vide Borussia Dortmund (get the ball as soon as you lose it) or Atletico Madrid (same philosophy).

You can do it Chelsea way with park the bus and counter attack, losing some of attack potent threat though. 😊

Myself I always preferred to use fullbacks/widebacks offensively with fuck defense appraoch 😊, more adept at using 2+1 combination (2x DCs + 1x DM) and Midfielders getting into wide positions covering for FB/WB.

Unfortunately this is real life. CM is a game. FM is also a game, but allows for advanced tactical approach (yeah, grit your teeth).

@suren

that defender of yours has high positioning. That's usually enough for defender to perform. One of those CM magical elements there.

Salvatore Foti was awesome on FM. Didn't know he could perform on CM. Proved me wrong, but do it without marking GK next time. 😊.

16-04-14, 08:08 AM #375

churky ◦
Backup Player

Join Date: 02-03-12
Posts: 828

Every such discussion is pointless if one uses tactics like Iodine. It's plain and simple cheat tactics which break the engine in repeated patterns and make the player atts almost completely irrelevant.

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Forum Archived Threads Tsigalko / van Nistelrooy Thread

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Thread: Tsigalko / van Nistelrooy Thread

Thread Tools

16-04-14, 06:33 PM

#376

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

can someone explain a few things to me?

1. it was suggested that stamina isn't important. why? i find it hugely important as without it that player drops off during the game & isn't ready for the next game. i recognise "natural fitness" plays a role in this too.

2. marking the GK?

3. tackling is useless for FB in the game? really?

16-04-14, 06:38 PM

#377

Craig Forrest
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

I'll answer to the best of my knowledge (although I could easily be wrong)

1. I have always found that stamina is important if natural fitness is high... if nat. fit. is low, it doesn't really matter what the stamina is

2. it has been suggested that marking the GK will increase the number of goals scored by your SC as he will always be farther up the pitch.... I've never really noticed much of a difference apart from the huge increase in offside calls.

3. FB don't really do much tackling... at least mine don't.... position is always a good stat for them but my FBs tend to play like wingers at the back rather than defenders.... my DMC and DCs do all the tackling work

16-04-14, 06:55 PM

#378

ajra21
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **Craig Forrest**

I'll answer to the best of my knowledge (although I could easily be wrong)

1. I have always found that stamina is important if natural fitness is high... if nat. fit. is low, it doesn't really matter what the stamina is

2. it has been suggested that marking the GK will increase the number of goals scored by your SC as he will always be farther up the pitch.... I've never really noticed much of a difference apart from the huge increase in offside calls.

3. FB don't really do much tackling... at least mine don't.... position is always a good stat for them but my FBs tend to play like wingers at the back rather than defenders.... my DMC and DCs do all the tackling work

thanks.

i personally rarely ever play anyone without 18 stamina or higher. they need to last and be ready to play 3 to 4 days later.

as for the marking of GK, i'm gonna try it and see what happens.

interesting about the FB. mine attack too and i do consider *crossing* to be very important.

16-04-14, 06:58 PM

#379

info0 ◦
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

And all of it goes tits up when you wib/wob the hell out of the tactic.

Stamina of 10 and Natural Fitness of 15+ is also good. Never had problems with fielding players under 95% stamina. However, on March 2014 Update I almost always get players injured...

16-04-14, 07:10 PM

#380

Craig Forrest ◦
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

Originally Posted by **info0**

And all of it goes tits up when you wib/wob the hell out of the tactic.

*Stamina of 10 and Natural Fitness of 15+ is also good. Never had problems with fielding players under 95% stamina. However, on **March 2014 Update I almost always get players injured...***

I started a new game with MU and had almost my whole first XI out at the same time with 1 to 3 month injuries..... was going to complain but figured it was just bad luck

17-04-14, 01:44 PM

#381

ajra21 ◦
Backup Player

Join Date: 18-05-13
Posts: 728

Originally Posted by **info0**

And all of it goes tits up when you wib/wob the hell out of the tactic.

Stamina of 10 and Natural Fitness of 15+ is also good. Never had problems with fielding players under 95% stamina. However, on March 2014 Update I almost always get players injured...

i've given up on WIB/WOB as without it, i find the game more realistic.

only my keeper & a 34yo fernando torres have under 17 stamina on my team. it's the first att i look at when assessing any outfield player.

as for the injures, i've been getting more in this update than usual but again, i don't feel that's a bad thing.

18-04-14, 01:15 PM

#382

Blue Demon ◦
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Originally Posted by **heldheld**

So is any of this research still ongoing? or is there stuff that hasn't been posted that could be of value? I really wanna read another 15 pages of this!

Been on a CM break for a while now, but who knows. Never say never. Nice to see people still enjoy the thread tho.

18-04-14, 05:36 PM

#383

Diggler ◦
Reserve Team Player

Join Date: 06-04-12
Posts: 280

I play as Man Utd too, seven seasons in now and its just injury crisis after injury crisis. I keep a big squad generally but I seem to lose players who all cover one position ie in the recent season finish I had 3 games in a week (finishing with the Champions League final), no problems in the two league games but in the two days inbetween I lost 5 players to injuries all of who could play on the LW (3 naturally) forcing me to play a central midfielder there...

19-04-14, 10:25 AM

#384

Fods ◦
Not Needed at the Club

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

U STILL complaining about injuries? It's just bad luck mate deal with it 😊

19-04-14, 12:54 PM

#385

Topofthekop ◦
Squad Rotation Player

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

Originally Posted by **Diggler** »

I play as Man Utd too, seven seasons in now and its just injury crisis after injury crisis. I keep a big squad generally but I seem to lose players who all cover one position ie in the recent season finish I had 3 games in a week (finishing with the Champions League final), no problems in the two league games but in the two days inbetween I lost 5 players to injuries all of who could play on the LW (3 naturally) forcing me to play a central midfielder there...

Shit happens 🙄

My bradford city team for league one was smallest in league, I had for most positions just one player. Final month of season I was somehow still in with shout of auto promotion to prem.. Up comes the worst injury crisis I have had. My keeper injured for 6mths with broke leg, My only lb injured 4mths, My main MC out for 3mths and the AM I signed just before deadline day to cover the loss of my MC then got inj for 3mths on first day of training. As well as those I had some minor injuries for 4 other players lasting up to a month..

In came a LW who had been rotting in the reserves as he is crap to play lb, had to play a dc in DM and MC as they were the only backups I had to spare and played a SC in the AM position... As well as having to field a keeper who was utter shit, and have my 5 subs be greyed out players.. But somehow I still managed to sneak up to championship via the playoffs

19-04-14, 04:02 PM

#386

ajra21 ◦
Backup Player

Join Date: 18-05-13
Posts: 728

have to say, i'm seeing a lot of players out for 6 months plus from other teams.

08-05-14, 01:06 AM

#387

dekke ◦
Youth Team Player

Join Date: 11-12-12
Posts: 20

Just want to say this thread is amazing 🙄

08-05-14, 09:38 AM

#388

churky ◦
Backup Player

Join Date: 02-03-12
Posts: 828

Originally Posted by **dekke** »

Just want to say this thread is amazing 🙄

Are you the Dekke from the old forums?

08-05-14, 06:19 PM

#389

dekke ◦
Youth Team Player

Join Date: 11-12-12
Posts: 20

Originally Posted by **churky** ◦
Are you the Dekke from the old forums?

Yes indeed 😊

08-05-14, 06:33 PM

#390

info0 ◦
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

So you're alive 😊.

08-05-14, 07:27 PM

#391

churky ◦
Backup Player

Join Date: 02-03-12
Posts: 828

Good to have you back. Where did you disappear for so long?

08-05-14, 08:06 PM

#392

dekke ◦
Youth Team Player

Join Date: 11-12-12
Posts: 20

My interest in CM0102 comes and goes, I haven't played it in years and just had the urge to play it again recently out of nowhere.

Other than that, just been busy with life, growing up and stuff. It's nice to see most of the community is still active, it's amazing to see you guys keeping this game alive so long 🙌

17-05-14, 04:17 PM

#393

bruno1982 ◦
Youth Team Player

Join Date: 06-04-12
Posts: 26

Hi, after reading this thread I'm a little confused;
for a really good player, the intrinsic value should be between what values? it should be as high as 255 or near 235...
thank you

17-05-14, 04:22 PM

#394

BeezerCeltic1967 ◦
Director

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

Attribute 235: average to weak to bad, down to 129, which is the worst possible intrinsic att.
235 Attribute 255: average to pretty decent
0 Attribute 40: good to excellent to fantastic
Attribute 40: freak territory until 128, which is the best possible intrinsic att. [but you will never get it]

17-05-14, 04:30 PM

#395

bruno1982 ◦
Youth Team Player

Join Date: 06-04-12
Posts: 26

so the target is between 0 and 128.
thanks

bruno1982 ◦
Youth Team Player

Join Date: 06-04-12
Posts: 26

for a good coach, not a freak coach, are these good values?



[IMG]

[/IMG]

BeezerCeltic1967 ◦
Director

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

Originally Posted by **bruno1982**

for a good coach, not a freak coach, are these good values?



[IMG]

[/IMG]

see this - <http://www.champman0102.co.uk/showth...881#post168881>

Goofy ◦
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Originally Posted by **BeezerCeltic1967**

Attribute 40: freak territory until 128, which is the best possible intrinsic att. [but you will never get it]

Think the highest (non edited) value i've seen is around 90 finishing..... couldve been Skalidis. Leo Fortune West and The Good Doctor also had huge finishing values on .68db iirc 😊

Goofy
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

The question i've always wondered is how those intrinsic values are calculated. Most of the time the guys with massive intrinsic values tend to be players with lower PAs (generally <130) whereas the players with high CA/PA (180>) tend to have more 'normal' values in there..... anyone know how this works?

bruno1982
Youth Team Player

Join Date: 06-04-12
Posts: 26

maybe i've expressed myself in the wrong way
what i meant to ask is, in the coaching attribute (11) having an intrinsic value of (11) this mean he reached the maximum for this item? intrinsic value of 11 is excellent or fantastic...but the on game attribute pretty average...will this coach be a good or just average coach?

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Thread Tools

31-05-14, 03:20 PM

#401

BeezerCeltic1967
Director

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

he should be a very good coach.

31-05-14, 03:27 PM

#402

bruno1982
Youth Team Player

Join Date: 06-04-12
Posts: 26

in the save i'm playing he as 80



This image is no longer available.
Visit tinypic.com for more information.

31-05-14, 03:31 PM

#403

BeezerCeltic1967
Director

Join Date: 02-03-12
Location:

not all about finishing,
it's a clutch of att's that contribute.

31-05-14, 03:33 PM

#404

bruno1982 ◦
Youth Team Player

Join Date: 06-04-12
Posts: 26

yes of course...but i can't seem to find the off the ball attribute!
if it's one of the "vital" attributes for a striker how can we get it?

31-05-14, 04:08 PM

#405

BeezerCeltic1967 ◦
Director

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

off the ball = movement

31-05-14, 04:09 PM

#406

bruno1982 ◦
Youth Team Player

Join Date: 06-04-12
Posts: 26

great...now i get it!!!
eheheheh

27-06-14, 12:11 AM

#407

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **Patinoz**

*Ruben, the "completeness" of a player doesn't depend on how atts look in-game. As Blue Demon keeps saying, they're for cosmetic purposes. In my most recent game I use a Portuguese right winger, Rui Santos, who usually starts with CA in the range of 1-20 (in the Editor his CA is set to 0), and his attribute distribution is such that his top att is dribbling (insanely high), then follow Off the Ball/Creativity/Finishing, and then Crossing. In-game his Dribbling is 20, his second-highest three atts are all 8s and his crossing a 7. You know what? Their intrinsic values are as high as Messi's in the newest ODB update, and it shows. He regularly gets a lot of shots, a lot of crosses in and a lot of passes in general, all of that from the wing. Not to mention runs, but then again his intrinsic dribbling is 90. I'm talking 3.68 Italian Serie A here. The only reason the 7/8 atts look low is because his CA is low. But they're not *actually* low at all. Their high intrinsic values kick in *despite* the low CA.*

And yes, of course 200 CA/PA Messi will perform like a beast; his whole team is beastly. But I found out that, to a degree, you can tell if a player has good intrinsic values if you watch him perform in a non-playable league. If there he gets an avg. above 7.50 and good apps/goal/assists ratio in a good league, then he really is a good player.

Also, you could have unpredictability with a lot of updating styles, ODB, SIM or anything in between. One of the main pleasures of CM for me is finding guys like the aforementioned Rui Santos. One could put any number of easter eggs like him in a database

Trip

This thread has been a fantastic read, although I have to admit it's done my head in a bit, a lot of it goes straight over my head!

What I want to do is create the perfect striker but I'm still not sure how to go about it. From many posts that are similar to the above post it would seem that if I simply went into the Gk save game editor and changed Tsigalkos intrinsic values to 130 (or is it 128?) for off the ball and finishing then that's about as close as I'm going to get to creating the perfect striker.

But then I was thinking, if it's only intrinsic values that matter, then couldn't you just edit all intrinsic values to 130 for any given player and it wouldn't really matter what the given players PA or CA is? Would a Van Nistelrooy with intrinsic values of 130 for finishing and off the ball score as many goals as Tsigalko with the same intrinsic values?

Also from I can gather, if you focus on two key attributes for a defender (positioning and tackling) and make them the only two attributes that are a 20, then the player will perform like a beast tackling wise. Would he still tackle like a beast if he had 20's all over the place, but his actual intrinsic values for positioning and tackling were 130, whereas his intrinsic values for jumping, heading, marking etc were all 50. He'd still have several 20's but because his intrinsic values are still much higher for positioning and tackling would he not be even better than he was originally or am I going down the wrong track?

Apologies in advance if this has already been covered, but I've read every single post on this thread and just can't quite understand how to make create the most beastiest of beasts with the aid of intrinsic values in GK Save Game Editor...

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **Patinoz** ◻

Well, I have done some shit test with super-over-powered-over-limits-of-game Nicky Butt (CA/PA ridiculously high, way above 200)

What can I say, it defo makes your DMC useless. He just... Is not doing DMC work anymore! (don't look at goals/dribbles, but tackles are most important for DM and I would be happy if opposite happened ie dribbles 0.8 and tackles in 30s. Never happened.)

Check the screenshot:



That's why I am even more for low CA/PA... Ruben DMC was the best DM I ever saw in CM. He got a knack for it... Maybe he should join SIM team? BD?

Yes, you may find SUCH test pointless, but I wanted to see how this shit works really. Only way to do it this is... Cheat. You may be against it, but it makes for valuable data too.

info

Also how do you get a player to perform like this as a defensive midfielder!? Is it just a simple matter of changing all his intrinsic values to 130?

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

And one other thing... If player A and player B both have the exact same in-game attributes, same hidden attributes, same mental attributes, same age, nationality, everything, up until yesterday I would have thought they should perform the same... But if it's only the intrinsic values that matter player A could potentially be infinitely better than player B even with the above been true right? If this is true then there's so much more to CM than I ever thought and I'll have to throw out everything I've ever learnt on CM!!

Trip ◦
Hot Prospect for the Future

Join Date: 21-03-12
Posts: 169

If you just want the perfect striker, ramp up his Dribbling, Finishing, Off-the-Ball, physical stats and Aggression/Bravery, get his teamwork down to 1, and you're set 😊 Editing atts directly in the GK editor is a bit risky, it may mess up your savegame or the player you're editing.

Also, above about 40-50 it really doesn't matter that much how high you go with the intrinsic atts. There's a point of diminishing returns there.

The only way players A and B can have the same in-game atts but different intrinsic atts would be if A has lower CA than B, so technically they can't really be exactly the same in everything but intrinsic atts.

info ◦
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

I haven't checked his intrinsic values, but it's not a simple matter to do.

Normally you're out of luck with making ANY player perform like that. Also do remember that after scoring 255 goals the counter resets to 0. Thus why I couldn't show strikers scoring over 300 goals a season 🤔.

27-06-14, 11:28 PM

#412

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **Trip** 🗨

If you just want the perfect striker, ramp up his Dribbling, Finishing, Off-the-Ball, physical stats and Aggression/Bravery, get his teamwork down to 1, and you're set 😊 Editing atts directly in the GK editor is a bit risky, it may mess up your savegame or the player you're editing.

Also, above about 40-50 it really doesn't matter that much how high you go with the intrinsic atts. There's a point of diminishing returns there. The only way players A and B can have the same in-game atts but different intrinsic atts would be if A has lower CA than B, so technically they can't really be exactly the same in everything but intrinsic atts.

Ah ok so player A and B can have the exact same in game attributes, but if player A has HIGHER CA then he would have much better intrinsic attributes, or is it the other way around? 🤔

I've done some editing with GK editor before and had no problems, but just ramped all attributes up to 255 if I wanted a gun player, how wrong I was! It's interesting that a low 'teamwork' attribute would contribute to a player scoring more goals, I always assumed that attribute was in regards to whether a player would follow team instructions or not. So I'm guessing a player with 1 on passing might score more goals too...

The research you guys done is amazing, just got to get my head around all this intrinsic stuff etc as it's all new to me, can't believe I've been playing cm for so long without ever venturing to these forums. I'm really looking forward to doing my own testing, my cm cd broke last week so I'm waiting for a new cd in mail 🤔

27-06-14, 11:33 PM

#413

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **info0** 🗨

I haven't checked his intrinsic values, but it's not a simple matter to do.

Normally you're out of luck with making ANY player perform like that. Also do remember that after scoring 255 goals the counter resets to 0. Thus why I couldn't show strikers scoring over 300 goals a season 🤔.

300 goals 🤔 And I thought 100 goals was amazing...

This Nicky Butt thing is a tad confusing because the more reading I do the more it becomes clear that a player will perform better in key areas if he has high attributes in just a few key areas. ie why Tsigalko scores more goals than Van Nistelrooy. But in the screen shot above Nicky Butt has 20's all over the place so why is he able to dribble that much? Also you mentioned that he had CA and PA way beyond 200, how is that possible?

I realise you were trying to test for something different but it'd be nice to have a DM who scores over 4 goals a game 🤔

27-06-14, 11:47 PM

#414

info0 ◦
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

Well, using hex editor and direct memory allocation 😊.

It's not that simple to do though. Would be even more funny to see how whole squad performs that way. I know Tapani did that once, but results weren't that amazing back then. If I have time I will try to do it.

One word of caution here. This team would still lose to CA1/PA21 team. It's because of attributes paying different roles when CA/PA is altered.

28-06-14, 01:17 AM

#415

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Damn was hoping to make a player perform like that via GK editor 🤔. I'd be way out of my depth with a hex editor, but I'm more than happy to sit back and look at the results you come up with if you create a whole team like that 😊

28-06-14, 09:48 AM

#416

info0 ◊
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

Ok, so to make it more funny, pick me a team to test it with ^^ (would be good if it had 11 players you can field out xD).

28-06-14, 04:01 PM

#417

Trip ◊
Hot Prospect for the Future

Join Date: 21-03-12
Posts: 169

Originally Posted by **Whyme** ◊

Ah ok so player A and B can have the exact same in game attributes, but if player A has HIGHER CA then he would have much better intrinsic attributes, or is it the other way around? 🤔

Other way around. If you have an 18 at CA = 150 and an 18 at CA = 50, then the lower CA 18 will be much stronger intrinsically.

28-06-14, 11:58 PM

#418

Whyme ◊
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **info0** ◊

Ok, so to make it more funny, pick me a team to test it with ^^ (would be good if it had 11 players you can field out xD).

Canberra Cosmos!! They're one of the most screwed up teams on cm 01/02 and folded a few weeks after the game was released. Would be nice to see them change history with a team full of superhumans!

29-06-14, 12:01 AM

#419

Whyme ◊
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **Trip** ◊

Other way around. If you have an 18 at CA = 150 and an 18 at CA = 50, then the lower CA 18 will be much stronger intrinsically.

Ok thanks mate I get it now. So I'm thinking if I was to assign a scout and he came back to me with two 28 year old strikers that both have the same in-game attributes, but he said player A was an excellent signing but player B wasn't good enough, then I'd be better off buying player B as he would have lower CA and therefore higher intrinsic values. Assuming that scouts only scout players in relation to CA and PA, which I'm pretty sure they do...

08-07-14, 12:57 AM

#420

Whyme ◊
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

So I've been doing some mucking around with the GK Save Game Editor. Done numerous tests on various things and have found out so much about how the game engine works.

One thing in particular that I noticed was that it didn't seem to matter whether a striker had high defensive attributes or not in terms of attacking performance...

In the following save game I changed Thierry Henry's attributes and changed all his CA attributes to have intrinsic values of 125...

<https://imageshack.com/i/nfwp9kp>

Then I played another save game but changed all his defensive intrinsic values to 131, yet got similar results...

<https://imageshack.com/i/nlea93p>

The only difference I noticed was that with the high defensive attributes he actually managed to do some tackling as well. Seems to me that having high attributes in a particular area doesn't make other attributes weaker at all. At the end of the day it's the intrinsic values (and combination of intrinsic values) that matter and nothing else.

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

THE BLUEPRINT

Decided to play around with att's having been inspired by this thread, just to experiment, and see the results...

I personally think I've created PERFECT players for each position..

Let me know what you think...

GK

Spoiler!

SW/DC

Spoiler!

DMRL

Spoiler!

DMC

Spoiler!

AMRL

Spoiler!

AMC

Spoiler!

FRLC

Spoiler!

Now just to explain - I of course could have assigned '128' as the intrinsic value to all the CA affected attributes, but as discussed before in this thread, the Game would at some point, take them back down again... **The Attributes you see in images above will stick, the game will not lower them after a month or two**

NON CA affected atts and Mental atts might lower occasionally, like Pace, Stamina, Natural Fitness, Determination etc... But not by much, and Using the editor to put them back up will NOT affect their CA atts....

The GK isn't brilliant when you look at his atts, if anyone can suggest a better one... I would like to know a better GK blueprint....

The Only GK I've seen with the Highest 'Intrinsic' atts in ALL the important areas is Ondoa in the Oct 14 update, If someone can show me better, I'd like to see that man!!!

Spoiler!

eddieC o
Reserve Team Player

Join Date: 27-08-14
Posts: 308



Here are their stats after 8 Seasons.....

GK

Spoiler!

[Redacted content]

SWDC

Spoiler!

[Redacted content]

DMRL

Spoiler!

[Redacted content]

DMC

Spoiler!

[Redacted content]

AMRL

Spoiler!

[Redacted content]

AMC

Spoiler!

[Redacted content]

FRLC

Spoiler!

[Redacted content]

Are these Images too small to view?

If so, sorry about that, its the first time uploading pics on the forum, I wasn't sure what was the largest Image size it would allow, If someone could tell me, I'd be grateful

Last edited by eddieC; 13-12-14 at 11:20 AM.

merkezekrem o
Squad Rotation Player

Join Date: 02-03-12
Location: Istanbul
Posts: 1,844

Can't read 🤔

eddieC o
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by merkezekrem

Can't read

use the 'zoom' option on your browser?

14-12-14, 11:39 AM

#425

BeezerCeltic1967
Director

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

Originally Posted by edcrowley100

Decided to play around with att's having been inspired by this thread, just to experiment, and see the results...

I personally think I've created PERFECT players for each position..

Let me know what you think...

GK

Spoiler! Show

SW/DC

Spoiler! Show

DMRL

Spoiler! Show

DMC

Spoiler! Show

AMRL

Spoiler! Show

AMC

Spoiler! Show

FRLC

Spoiler! Show

*Now just to explain - I of course could have assigned '128' as the intrinsic value to all the CA affected attributes, but as discussed before in this thread, the Game would at some point, take them back down again... **The Attributes you see in images above will stick, the game will not lower them after a month or two***

NON CA affected atts and Mental atts might lower occasionally, like Pace, Stamina, Natural Fitness, Determination etc... But not by much, and Using the editor to put them back up will NOT affect their CA atts....

The GK isn't brilliant when you look at his atts, if anyone can suggest a better one... I would like to know a better GK blueprint....

The Only GK I've seen with the Highest 'Intrinsic' atts in ALL the important areas is Ondoa in the Oct 14 update, If someone can show me better, I'd like to see that man!!!

Spoiler!

Do you have the actual editor shots to match these players??

Or did you just change them in the gk editor?

are you using any tactic with them?

Last edited by BeezerCeltic1967; 14-12-14 at 11:55 AM.

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Forum Archived Threads Tsigalko / van Nistelrooy Thread

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Thread: Tsigalko / van Nistelrooy Thread

Thread Tools

14-12-14, 12:56 PM

#426

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by **BeezerCeltic1967**
*Do you have the actual editor shots to match these players??
Or did you just change them in the gk editor?
are you using any tactic with them?*

I originally started working out with Pre Game editor and got some decent results but using the G.K Editor allowed me to fine tune the attributes in a way I couldn't figure out how to, using the Pre Game Editor...

But... I did have the Original Pre Game Att's jotted down in a Notepad somewhere, I'll re-write them down at some Point and post the Pics...

I am using '442 El Cholo' Tactic, Haven't changed in 8 Seasons

14-12-14, 01:05 PM

#427

BeezerCeltic1967
Director

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

Jesus...

So a tactic is being used and uve edited the save game as i suspected..no offence m8 but thats hardly groundbreaking stuff here.

It looks like the pre game editor u were looking at could have been from a certain fantasy DB?? Lol

You wont get the same values with pre game editor m8.

Also u might wanna try 1 insane intrinsic instead of a bunch of very good ones. And dont use cheat tactics when testing your players.

14-12-14, 01:27 PM

#428

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by **BeezerCeltic1967**
*Jesus...
So a tactic is being used and uve edited the save game as i suspected..no offence m8 but thats hardly groundbreaking stuff here.*

It looks like the pre game editor u were looking at could have been from a certain fantasy DB?? Lol

You wont get the same values with pre game editor m8.

Also u might wanna try 1 insane intrinsic instead of a bunch of very good ones. And dont use cheat tactics when testing your players.

I simply was experimenting, I'm done with this save now.

This isn't usually how I play the game. It was only because of this thread that I actually even bothered to mess around with it at all, so I don't really give a poo if you're impressed or not quite frankly... Someone may see the findings as being useful...

I have another save I'm working on currently which I'll play til it crashes, then I'm gonna try your Fantasy DB after that

As for the Tactic I used, I just wanted to see what insane Stats I could get from these kind of attributes in different Positions.... So I used a 'Cheat Tactic', as you say

It wasn't so much trying to test what I could achieve with the Pre-Game Editor, but simply wanted to see How good of a player the game would allow **without** dropping his atts.....

14-12-14, 01:34 PM

#429

eddieC ◦
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by **BeezerCeltic1967** ◻

Ed,

here is a little tip for you mate,

A finishing of, say, 17 will always be much stronger when surrounded by atts in the vicinity of 10-13, than a 20 will be, surrounded by 16s and 17s. You can change the high att obv to suit the position, but you need to have an idea of the "real" att's than influence each position and also the att's that are detrimental to it 🤔

now,

forget the save game editor, concentrate on the pre game editor 🤔

the best results i have had so far from 12 years or so of updating etc are all in my fantasy DB mate.

Well those are some interesting findings, you obviously know what you're doing better than me and like I say, I will try your DB at some point... but as of now I've gone to painstaking lengths to rename all Competitions and Awards, which took me a fair while, so I will apply those to your DB when I have the time and energy... I'll even upload it here too If you like?

14-12-14, 01:36 PM

#430

BeezerCeltic1967 ◦
Director

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

As for the intrinsic atts, the hierarchy is simple:

Attribute < 235: average to weak to bad, down to 129, which is the worst possible intrinsic att.

235 < Attribute < 255: average to pretty decent

0 < Attribute < 40: good to excellent to fantastic

Attribute > 40: freak territory until 128, which is the best possible intrinsic att

in the pre game editor you can only raise the intrinsics so far mate, just the way it is.

use that as a guide when you are tinkering mate, remember tho in the pre game editor you can only do so much.

14-12-14, 01:39 PM

#431

BeezerCeltic1967 ◦
Director

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

Originally Posted by **edcrowley100** ◻

Well those are some interesting findings, you obviously know what you're doing better than me and like I say, I will try your DB at some point... but as of now I've gone to painstaking lengths to rename all Competitions and Awards, which took me a fair while, so I will apply those to your DB when I have the time and energy... I'll even upload it here too If you like?

the only thing that is pissing me off just now is that as of the end of jan, the DB that i released will be out of date with all the transfers going in... wish there was a way i could add the transfers into it without overwriting all the hard work i have done on it, sort of merge it with our jan update if at all possible? as i won't have the time to do all the transfers one by one myself 🤔

14-12-14, 01:39 PM

#432

eddieC ◦
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by **BeezerCeltic1967** 🗨

As for the intrinsic atts, the hierarchy is simple:

Attribute < 235: average to weak to bad, down to 129, which is the worst possible intrinsic att.

235 < Attribute < 255: average to pretty decent

0 < Attribute < 40: good to excellent to fantastic

Attribute > 40: freak territory until 128, which is the best possible intrinsic att

in the pre game editor you can only raise the intrinsics so far mate, just the way it is.

use that as a guide when you are tinkering mate, remember tho in the pre game editor you can only do so much.

Yeah, I didn't need reminding of that mate, I'm perfectly well aware of all that, Look at my players for Pete's Sake

14-12-14, 01:43 PM

#433

eddieC ◦
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by **BeezerCeltic1967** 🗨

the only thing that is pissing me off just now is that as of the end of jan, the DB that i released will be out of date with all the transfers going in... wish there was a way i could add the transfers into it without overwriting all the hard work i have done on it, sort of merge it with our jan update if at all possible? as i won't have the time to do all the transfers one by one myself 🤔

Never really been one for needing everything to be up-to-date to match reality, I just wanna play a good game I enjoy.... Just work on the kind stuff you've already been doing using the DB you already have, just make it more detailed and deep

14-12-14, 03:14 PM

#434

BeezerCeltic1967 ◦
Director

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

This is what you need to aim for,

what an avg in the lge, in a team that didn't win it, no cheat tactics, all AI controlled.

14-12-14, 05:20 PM

#435

eddieC ◦
Reserve Team Player

Join Date: 27-08-14
Posts: 308



Originally Posted by **BeezerCeltic1967** 🗨

Spoiler!

This is what you need to aim for,

what an avg in the lge, in a team that didn't win it, no cheat tactics, all AI controlled.

I don't need to aim for anything dude. 🏆🏆

I totally respect what you've done and I'm pretty impressed, as we ALL are but **we weren't trying to achieve the same thing.**

You were trying to **test the limits of the Pre-Game Editor** in order to **create a cool Database**.....which is cool and I like your findings, **you've done a great job!** 🏆🏆And yes, if you want to be elitist about it, **what YOU have done requires more knowledge and is harder to achieve.** It's more impressive because it's harder to do what you have done in comparison to what I have done. I agree completely 🐛 **But we weren't trying to do the same thing**

I, however, simply wanted to **test the 'intrinsic value' limits** of how good I could make **individual players** that would be beasts within the game, **without the game levelling out attributes, regardless of the method used to achieve it THAT'S ALL**.... so yeah, I used the **Saved-Game Editor** to do that... **I wasn't interested in changing the Database**

But when all is said and done, **my players would kick ass in ANY database**, without having to use 'Cheat Tactics'... they are as close to perfect as you can get, **I think**

Just my opinion mind you...

I just wondered one day, 'What's the best player this game would allow within it, without it saying

"Er.... no chance, he's Messi x10! We wont have those shenanigans here Mister!"???

My striker's make Messi look like Francis Jeffers!

Spoiler!

And I think I've achieved that..... so if anyone wanted to create a player like that, then.... here you go. Simple

Last edited by eddieC; 14-12-14 at 09:02 PM.

26-02-15, 01:42 PM #436

pierfra81 ◦
Youth Team Player

Join Date: 30-09-14
Posts: 40

Current Ability/ Potential Ability and Values

Hello! Can somebody link me some threads about the relationship between CA/PA and players values? Or we can talk on this thread anyway.
Just to understand how the game works. thank you

26-02-15, 02:05 PM #437

Goofy ◦
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Player values relate to reputation more than ability mate! On my phone just now, sure someone else will pop in with a link or two 😊

26-02-15, 02:34 PM #438

pierfra81 ◦
Youth Team Player

Join Date: 30-09-14
Posts: 40

For example if I reduce Cristiano Ronaldo CA and PA but leave same attributes, will he perform the same? I mean... What really counts and makes the difference? Attributes or CA/PA? I found a thread some time ago with benchmarks and tests about attributes for the best defender, the best forward and so on.. But dont'find it anymore!

26-02-15, 03:42 PM

#439

Craig Forrest ◊
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

if you reduce his PA and CA, his attributes won't stay the same

26-02-15, 06:57 PM

#440

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Originally Posted by **pierfra81**

For example if I reduce Cristiano Ronaldo CA and PA but leave same attributes, will he perform the same? I mean... What really counts and makes the difference? Attributes or CA/PA? I found a thread some time ago with benchmarks and tests about attributes for the best defender, the best forward and so on.. But dont'find it anymore!

Ah, i think i see what you're getting at! CA15/intrinsic attributes and the like..... will go find a thread for you to read!

26-02-15, 07:02 PM

#441

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

<http://www.champman0102.co.uk/showth...highlight=ca15>
<http://www.champman0102.co.uk/showth...highlight=ca15>

Plenty info for you to read up on in those two threads mate 😊 I have a post saved on a hard drive somewhere that was greatly informative to me..... but i'm bugged if i can find it right now 🤔

26-02-15, 07:08 PM

#442

Goofy ◊
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Found the post..... can't remember who sent me this (it may have been a PM, can't remember tbh).

Grab the Graeme Kelly save game editor from the downloads section then open up one of your saves with it, look at the attributes of any player and you will see that some of the values are things like 234, 250 etc, these values are what we call the 'intrinsic' value and here's a good explanation of how they work:

235 is the average intrinsic value. It's what comes up when you make a player in the Editor with all his atts equal. From there on it goes up until 255, which is a strong value. From there, however, it doesn't go to 256 but returns to zero. That doesn't matter; it's still 1 more than 255, technically a 256; it's just the way CM's engine works I guess that it comes out at 0. So from there onwards you have 0,1,2,3, etcetera. Anything more than 10 is very good, anything more than 20 is big-star quality, anything more than 40 is freak territory. Ironically, the big stars in the original CM don't have high intrinsic atts; they rely on crazy physical and mental atts, with the technical ones mostly just reasonably good. Conversely, anything less than 235 is getting weaker as the numbers grow smaller. There is another point of turning, like with 255 and 0. It happens at 129 and 130. 129 is the craziest, most powerful intrinsic att. 130 is the weakest possible one. Both are impossible to reach in actual game or player generation. The most powerful intrinsic att I've seen in practice is 117. But also, there are different requirements for different positions. If you wib/wob your tactic well, your players won't need high intrinsic atts in some positions. For a DMC for example, the positioning needs to be around 240 in order for the guy to function well, which isn't that high. Anything more will amp him up, of course, but around 240 is allright.

Hope that helps 😊

pierfra81
Youth Team Player

Join Date: 30-09-14
Posts: 40

just a last question... looking for a thread where I found the perfect striker and I remember, after trials, he turned to have 1 acceleration, 1 speed and 20 finishing!

trevorplatt
Hot Prospect for the Future

Join Date: 11-03-12
Location: York, England.
Posts: 164

OK. I've been reading this thread for three days and the research has been fantastic (although a lot of the pics no longer work which has created a few holes and I can't honestly say that I understand *all* of it), but I'm left with one resounding question... How can this help us with in-game scouting? My ability to buy decent prospects, without the use of CMScout, is abysmal, so I was hoping that a thread such as this might help me to spot the prospects more efficiently.

From what I can gather a high attribute for one or two of the most important stats for a particular position combined with low stats for the remaining CA15 produces a more "specialised" player?

CA15 = attributes directly linked to the players current ability? This effect works better with a modest Current Ability (100-140ish?) and a Potential Ability that's up to 30-40 points higher (not that I can see that in-game)?

So, for example, I'm looking for better defenders (mine keep conceding 2-3 goals from 8-10+ shots on target per game) so the stats I should be looking for are high Positioning and Tackling, moderate Marking, Anticipation, Heading, and low to very low Finishing, Off the Ball, Thow-Ins, Long Shots?

Do the values of the other (non-CA15) stats have an effect on the players potential or ability? The following attributes are not changed by training or linked to Current Ability so will they stay the same throughout the game:

Aggression, Balance, Bravery, Creativity, Determination, Flair, Influence and Work Rate. I gather that Determination affects how quickly a player improves?

Sorry to be asking these questions, after 15 years I should be better at this aspect of the game, but it's always been one of those things I can't crack (along with Wib/Wob-ing).

Jesus
First Team Player

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

The idea and philosophy of this thread was to prove that a player with moderate CA with one or two incredibly high CA attributes (20s) would outperform a player with very high CA and lots of 20s all over the place. Essentially you want to be looking at players with 18/19/20s for two of the key attributes whilst keeping an eye on the other attributes so that they don't hinder the players performance (they want to be lower than 11 really). The only real way to check is by using the GK editor to reveal the intrinsic value of that CA attribute but as you want to be able to do it in-game its all a bit of guess work and trial and error.

Dermotron
Sir Mergements
Director
Manager
VIP
Captain

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

This guy seems to contradict a lot of things

The screenshot shows the Championship Manager interface. On the left, the 'Attributes' window for Jasper Waalkens is open, displaying various stats such as Acceleration (14), Aggression (4), Agility (13), Anticipation (225), Balance (11), Bravery (4), Corners (15), Crossing (15), Decisions (252), Dribbling (242), Finishing (20), Flair (11), Free Kicks (11), Handling (131), Heading (235), Jumping (5), Leadership (14), Long Shots (247), Marking (235), Movement (252), Pace (16), Passing (247), Positioning (237), Reflexes (234), Strength (6), Stamina (20), Tackling (237), Teamwork (8), Technique (18), Vision (245), and Work Rate (11). Below the attributes, 'Reputations and Abilities' are shown: Home Reputation (3841), Current Reputation (3841), World Reputation (1084), Current Ability (92), and Potential Ability (118).

On the right, the 'Playing Career' window for Jasper Waalkens (Almere City) is visible, showing a table of statistics:

	Apps	Gl	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Almere City	27	1	21	4	66%	0.5	1.2	75%	7.74
Almere City	46	4	18	3	62%	0.5	0.7	65%	7.35
Almere City	44	7	16	4	63%	0.6	0.6	60%	7.34
Almere City	40	2	20	5	65%	0.5	0.5	55%	7.33
Almere City	20	2							
Almere City	14	1							
Almere City	37	3							
Almere City	30	4							
Almere City	1	0							
Almere City	1	0	0	0	66%	0.0	0.0	-	7.90
Almere City	23	1	19	3	67%	0.6	1.3	69%	7.78
Almere City	4	0	2	1	60%	0.0	0.3	100%	7.50
Almere City	27	1	21	4	66%	0.5	1.2	75%	7.74

29-04-16, 03:15 PM

#447

Jesus
 First Team Player

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

Originally Posted by **Dermotron**

This guy seems to contradict a lot of things

The screenshot shows the Championship Manager interface. On the left, the 'Attributes' window for Jasper Waalkens is open, displaying various stats such as Acceleration (14), Aggression (4), Agility (13), Anticipation (225), Balance (11), Bravery (4), Corners (15), Crossing (15), Decisions (252), Dribbling (242), Finishing (20), and Flair (11). On the right, the 'Playing Career' table is visible, showing performance metrics like Apps, Gls, Asts, MoM, Pass, Tck, Drb, Sh, Tar, and Av R. The player is identified as an 'Attacking Midfielder (Left)'.

Strong crossing attribute.

08-05-16, 11:02 PM

#448

o0opaulo0o
 Youth Team Player

Join Date: 17-04-12
 Posts: 23

Read through this, strength of attributes and the natural born freaks, i still dont understand if a player has an in game value of 12 and intrinsic of 44 is better than a player with a value of 15 and intrinsic value 23. Anybody shine any light on this or explain why one is better than the other?

08-05-16, 11:58 PM

#449

Fods
 Not Needed at the Club

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

Post 442 explains the values doesn't it?

09-05-16, 12:12 AM

#450

o0opaulo0o
 Youth Team Player

Join Date: 17-04-12
 Posts: 23

Originally Posted by **Fodster**

Post 442 explains the values doesn't it?

Nope, not in the slightest. If you don't know i'd rather you just said you haven't got a clue. At no point in that post or anywhere really has it said that someone with finishing 11 and intrinsic 60 is better or worse than finishing 17 and intrinsic 22, which is what i am asking, what is better?

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Thread: Tsigalko / van Nistelrooy Thread

Thread Tools

09-05-16, 12:41 AM

#451

coolcrazy
Decent Young Player

Join Date: 08-04-12
Posts: 75

Insane post reading, iam loving it so far!

Excellent perspective... Great work guys. I seriously have doubts now how to search good players. Should i aim for the specific atts for each position?

Because all i have been doing on cm scout is paying attention to CA an PA. Ingame comparison takes CA15 in count? Is it the same as SCOUT RATING on cmscout program?

09-05-16, 12:49 AM

#452

Fods
Not Needed at the Club

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

Originally Posted by o0opaulo0o

Nope, not in the slightest. If you don't know i'd rather you just said you haven't got a clue. At no point in that post or anywhere really has it said that someone with finishing 11 and intrinsic 60 is better or worse than finishing 17 and intrinsic 22, which is what i am asking, what is better?

Really ?? it explains exactly how the intrinsic values work and which values are classed higher than another...how you cannot see that is beyond me, maybe you are just to lazy to read and want someone to spell it out for you?

09-05-16, 12:53 AM

#453

Fods
Not Needed at the Club

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

Originally Posted by coolcrazy

Insane post reading, iam loving it so far!

Excellent perspective... Great work guys. I seriously have doubts now how to search good players. Should i aim for the specific atts for each position?

Because all i have been doing on cm scout is paying attention to CA an PA. Ingame comparison takes CA15 in count? Is it the same as SCOUT RATING on cmscout program?

This is a good Thread for key attributes: <http://champman0102.co.uk/showthread...304#post273304>

Also this thread, the Strength of Attributes: <http://champman0102.co.uk/showthread...799#post270799>

And in particular this post from beezee: <http://champman0102.co.uk/showthread...799#post270799>

09-05-16, 01:00 AM

#454

o0opaulo0o ◊
Youth Team Player

Join Date: 17-04-12
Posts: 23

Originally Posted by **Fodster** ◊

Really ?? it explains exactly how the intrinsic values work and which values are classed higher than another....how you cannot see that is beyond me, maybe you are just to lazy to read and want someone to spell it out for you?

I've read it and understand that the intrinsic value over 40 is freak territory, therefore 60 is going to be even better, but if an attribute is only 11 is 60 still better than an attribute of 17 or whatever if the intrinsic value is 22? it doesn't make that clear anywhere. Thats the part i dont understand.

15-05-16, 10:59 AM

#455

coolcrazy ◊
Decent Young Player

Join Date: 08-04-12
Posts: 75

If you guys for example compare ruud van nistelroy with Tsigalko with ingame comparison tool which one will it say to be a better striker?

16-05-16, 09:19 AM

#456

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

RvN if you take use the number of higher valued attributes he has. But Tsigalko's key attributes are probably more powerful

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

16-05-16, 09:13 PM

#457

coolcrazy ◊
Decent Young Player

Join Date: 08-04-12
Posts: 75

Originally Posted by **Dermotron** ◊

RvN if you take use the number of higher valued attributes he has. But Tsigalko's key attributes are probably more powerful

Thank you for your reply. So what you are saying is: The ingame comparison system will probably say that RvN is a better striker which in fact isnt necessarily true. Am i right? This means the ingame comparison system isnt the real deal.

13-07-16, 07:56 PM

#458

Mercurio ◊
Decent Young Player

Join Date: 04-01-13
Posts: 53

Originally Posted by **Patinoz** ◊

Ok I'm trying to create my 2 best friends and myself as super talents in the game 16 years old

*But, according to SIM-style (with CA-related stuff), and I don't want to be overpowered in the start. **I read the CA15, the CA18/ECA14 tables and fiddled about. Our CA turn out between 90-108 (the winger is demanding and ends up at 108). It's pretty high compared to other players (f.ex huntelaar also has 108CA I think?), but we are super talents. So it would not be bad right? What is a good PA? I know the gap should not be huge so I made it between 130-139 for us three.***

Ruben

Does this mean that there is a guide? Where can I get it?

22-07-16, 01:44 PM

#459

London35 ◦
Squad Rotation Player

Join Date: 08-06-12
Posts: 1,615

Guide is found on LVg's clipboard!

25-07-16, 11:04 PM

#460

Mercurio ◦
Decent Young Player

Join Date: 04-01-13
Posts: 53

Originally Posted by **London35** ◦
Guide is found on LVg's clipboard!

Sorry, is this a joke? 😊

26-07-16, 04:40 AM

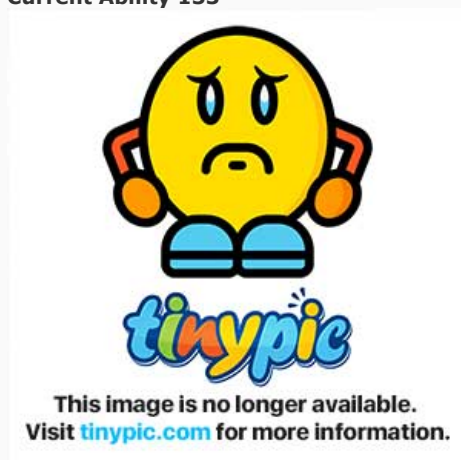
#461

Mercurio ◦
Decent Young Player

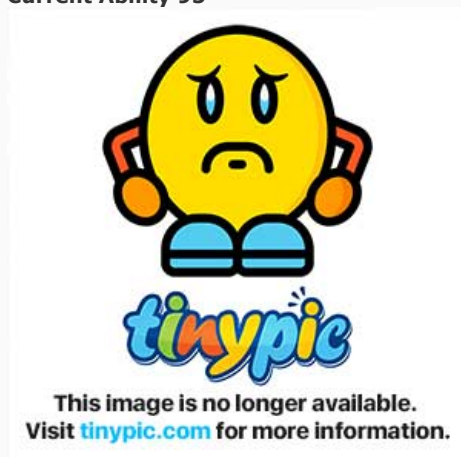
Join Date: 04-01-13
Posts: 53

I've done an experiment with **Samuel Eto'o** in CM3 (98-99).

Current Ability 133



Current Ability 95



ALL of his **intrinsic values** are higher with CA 95 than CA 133!!! 🤖

The main difference between CM3 and CM01/02 is that Flair is an intrinsic attribute as well (so actually is CA16 instead CA15).

So which is the Current Ability's limit (where intrinsic values start to drop)? 100? Does anybody know?

JohnDoe ◦
Youth Team Player

Join Date: 16-10-14
Posts: 31



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Brought this guy thought i found a gem but falling to live up to it.... Cant understand why, seems to have it all?

Blue Demon ◦
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Strength wasted on vision imo. Have you checked in what position Bohemians played him ?

JohnDoe ◦
Youth Team Player

Join Date: 16-10-14
Posts: 31

Not got their league loaded and can't get any info of any of their previous games. Played him in different roles with different instructions. But getting nothing consistent.

What makes you say strength wasted on vision mate? Thanks

JohnDoe ◦
Youth Team Player

Join Date: 16-10-14
Posts: 31



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How has this guy developed like this? He's 17 in top picture now 20.
From my understanding of how the intrinsic values work i dont understand how his dribbling, passing, crossing and decisions got to what they are as they started below 236??
i can understand the heading, finishing and movement as they were in the 240s.
Also looking at the ca/pa they haven't moved and there as been a massive change.
Is this normal?

20-08-16, 09:10 PM

#466

minusmf ◦
Decent Young Player

Join Date: 01-11-12
Location: GREECE
Posts: 97

If you really wanna have fun use the god editor and just put CA=11111 (5 times 1) and do the same for PA(11111) .Do this for ANY player in ANY team and play a game.😄God editor works with3.9.60 and 3.9.65 only i think.Just try it if you really wanna see a monster guy regardless his position on the field.Changed that by lack one day and had the fun of my life all by accident 😄.cheers

28-03-17, 01:49 PM

#467

marc1986 ◦
Hot Prospect for the Future

Join Date: 20-03-13
Location: Denmark
Posts: 172

Hi
After reading alot about CA/PA, I thought maybe someone could help me a bit? on these questions, hope it makes sence :O)

Can you please explain me the meaning of the PA? Messi has a PA of 200, but as I can understand from reading the CA/PA threads here, all that the PA does is show higher values in the game (20's)?

does CA stand for "current ability" and PA "potential ability)?

would a PA of 200 mean that the player could become the "new messi"?

Does anyone have a GK editor pic (most old pictures are gone) of the perfect and craziest (best intrinsic values, i guess 117?) GK-CB-FB-DM-MC-AMC-AMC L/R-FC-SC?

If the intrinsic values rise with the game, would it not be stupid giving a player 128, since it would go on the 129? does anyone know how and when they change?

If I want a beast finisher or dribbler, can I just change is intrinsic value to 40,60 or 117?

thank you in advance

best regards Marc

11-02-18, 03:29 PM

#468

rodrigoxm49 ◊
Youth Team Player

Join Date: 30-07-15
Posts: 11

This is a great topic to understand better the game.

I have tried, but it's a really hard reading. So I have some questions:

1. What is CA1 and these crazy terms that means nothing for normal people?
2. What is these "intrinsic values" and these 129, 245 crazy numbers? What the meaning of these? Why lower (???) are better? What the meaning of these stats on the game?

What the conclusion of these tests, anyway?

11-02-18, 04:34 PM

#469

samsami ◊
VIP

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

Originally Posted by **marc1986** 🗨

Hi

After reading alot about CA/PA, I thought maybe someone could help me a bit? on these questions, hope it makes sence :O)

Can you please explain me the meaning of the PA? Messi has a PA of 200, but as I can understand from reading the CA/PA threads here, all that the PA does is show higher values in the game (20's)?

does CA stand for "current ability" and PA "potential ability)?

would a PA of 200 mean that the player could become the "new messi"?

Does anyone have a GK editor pic (most old pictures are gone) of the perfect and craziest (best intrinsic values, i guess 117?) GK-CB-FB-DM-MC-AMC-AMC L/R-FC-SC?

If the intrinsic values rise with the game, would it not be stupid giving a player 128, since it would go on the 129? does anyone know how and when they change?

If I want a beast finisher or dribbler, can I just change is intrinsic value to 40,60 or 117?

thank you in advance

best regards Marc

I would say, don't over-analyse it. It's just one of these things that make the game unpredictable. Just like in real life. You don't always know if a player will succeed or not.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

12-02-18, 01:34 AM

#470

rodrigoxm49 ◊
Youth Team Player

Join Date: 30-07-15
Posts: 11

Originally Posted by **samsami**

I would say, don't over-analyse it. It's just one of these things that make the game unpredictable. Just like in real life. You don't always know if a player will succeed or not.

You're right. But I'm trying to understand better the atts, CA and PA, because I think in a rebalanced version of the last database.

I want to finish the huge scores, maybe making better defenders and GKs.

I'm not a complete noob, I have played CM since from 1995, but i'm rust about these things and how they're related with absurd players.

13-04-18, 03:34 AM

#471

terzino sinistro
Youth Team Player

Join Date: 12-04-18
Posts: 14

It's a long thread. I'd like to read it all, but it's impossible.

Would anyone be kind enough to summarize the outcome of the test?

13-04-18, 07:29 AM

#472

samsami
VIP

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

All players have a CA (Current Ability) and a PA (Potential Ability)

Example:

Say you have a young player with a CA of 110 and a PA of 160 that simply means he will get better over time (so his attributes for positioning or shooting or tackling or whatever will increase).

On the other hand, if you have player with a CA of 110 and a PA of 114 he is already as good as he will ever be.

Now how *quickly* a player will get better depends on the "intrinsic value" of each of his attributes.

Example:

Say you have a young striker with a CA of 100 and a PA of 190 and 16 for shooting.
If his intrinsic value for shooting is high he will quickly get to 20 and score lots of goals even at 16.
If his intrinsic value for shooting is poor he may never get to 20 and never score many goals.

So a good intrinsic value for an attribute guarantees quick growth in that area and success.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

13-04-18, 04:57 PM

#473

faz44
Backup Player

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

The Tsigalko/van Nistelrooy comparison comes from the idea that certain attributes contribute to success in certain roles. However, having attributes that detract from a single-minded focus can have a negative effect. So, players with a low CA and only relevant attributes can do as well, if not better, than players with a higher CA, the same relevant attributes but other non-relevant attributes.

For instance, a goalscorer who can pass may score less than a goalscorer with a lower CA who cannot pass because the more-limited player can only do one thing and being a one-dimensional player is too powerful in this game engine. This is why the updates often underrated players in certain attributes.

13-04-18, 06:33 PM

#474

samsami
VIP

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

You're right, faz.

My points was the underlying theory but as you said, this thread addressed this issue of whether a player who only has the right attributes high and the irrelevant attributes low will do better that a player who has overall high attributes.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

26-10-19, 01:16 AM

#475

Aeelon
 Youth Team Player

Join Date: 07-08-19
Posts: 42

This guy is ruining my life.

Tactics the AI uses are my creation > realistic NWW not-centered.

With the tactics i use scoring goals is hard and this guy just scores a lot and Viking are kicking my ass cuz of him.

I'm wondering how he can perform in top team if played.

So i might make a save, add new manager and buy him with some top team and try him out.

Saturday
8.6.24 AM

<<< >>>

Continue Game

Daniel Robinson

Competitions

Nations & Clubs

Find

Game Options

30. Lars Palerud (Viking FK)

Action ▾

Profile
Injuries & Bans
Contract
Transfer
History

Born 7.7.03 (Age 20). Norwegian.

Acceleration	10	Flair	5	Set Pieces	9
Aggression	6	Handling	1	Stamina	20
Agility	13	Heading	10	Strength	16
Anticipation	6	Influence	10	Tackling	7
Balance	10	Jumping	12	Teamwork	13
Bravery	7	Long Shots	7	Technique	20
Creativity	5	Marking	8	Work Rate	11
Crossing	5	Off The Ball	17	Preferred Foot	Right
Decisions	13	Pace	18	Form	8-8-9-9-9
Determination	12	Passing	7	Morale	Superb
Dribbling	9	Positioning	6	Condition	92%
Finishing	20	Reflexes	6		

	<<	>>	Apps	Goals	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive			0	0	0	0	-	-	-	-	----
League			12	12	3	1	63%	0.2	2.9	72%	7.67
Cup			3	5	0	1	73%	0.7	3.7	71%	9.00
Continental			-	-	-	-	-	-	-	-	----
International			-	-	-	-	-	-	-	-	----
Senior Club			15	17	3	2	66%	0.3	3.1	72%	7.93

Striker (Centre)

Back
Next

Saturday 8.6.24 AM
Action

30. Lars Palerud (Viking FK)

Profile
Injuries & Bans
Contract
Transfer
History

Continue Game
View

Daniel Robinson

Playing Career

		<<	>>	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
2024	Viking FK			15	17	3	2	66%	0.3	3.1	72%	7.93
2023	Viking FK			14 (7)	17	3	5	72%	0.3	3.4	69%	7.71
2022	Viking FK			1 (13)	2	0	0	67%	0.4	1.2	70%	6.79
2021	Viking FK			0 (11)	5	1	1	63%	0.5	1.8	81%	7.18
Total				61	41	7	8	68%	0.5	3.5	71%	7.46

2024 Viking FK	<<	>>	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive			-	-	-	-	-	-	-	-	----
League			12	12	3	1	63%	0.2	2.9	72%	7.67
Cup			3	5	0	1	73%	0.7	3.7	71%	9.00
Continental			-	-	-	-	-	-	-	-	----
International			-	-	-	-	-	-	-	-	----
Senior Club			15	17	3	2	66%	0.3	3.1	72%	7.93

Striker (Centre)

Back
Next

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Thread: Tsigalko / van Nistelrooy Thread

Thread Tools

26-10-19, 08:20 AM

#476

samsami
VIP

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

What's his intrinsic score for finishing and technique, I wonder?

Samsami Sungo's Career

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26-10-19, 03:51 PM

#477

Aeelon
Youth Team Player

Join Date: 07-08-19
Posts: 42

Originally Posted by samsami

What's his intrinsic score for finishing and technique, I wonder?

I have no idea, i don't use these tools and i don't even know what these intrinsic values are.

But i'm buying the guy as soon as money are available

19-11-19, 10:08 PM

#478

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

I created 2 identical players (in terms of intrinsic attributes, and everything else like age, position, etc) in Greame kelly savegame editor, but one I gave CA 1 and PA 1, and the other I gave CA 197 and PA 198:

Player 1 (CA 1 and PA 1):

Spoiler! Show

Acceleration	20	Flair	20	Set Pieces	17
Aggression	2	Handling	1	Stamina	20
Agility	16	Heading	8	Strength	14
Anticipation	5	Influence	8	Tackling	4
Balance	20	Jumping	18	Teamwork	18
Bravery	3	Long Shots	7	Technique	20
Creativity	7	Marking	2	Work Rate	15
Crossing	9	Off The Ball	9	Preferred Foot	Right
Decisions	9	Pace	19	Form	7-10-9-7-7
Determination	20	Passing	9	Morale	Very Good
Dribbling	10	Positioning	2	Condition	100%
Finishing	7	Reflexes	2		

Acceleration	20	Flair	20	Set Pieces	17
Aggression	2	Handling	-120	Stamina	20
Agility	16	Heading	9	Strength	14
Anticipation	-23	Influence	8	Tackling	-31
Balance	20	Jumping	18	Teamwork	18
Bravery	3	Long Shots	4	Technique	20
Creativity	1	Marking	-51	Work Rate	15
Crossing	23	Off The Ball	23	Right Side	15
Decisions	18	Pace	19	Left Side	15
Determination	20	Passing	23	Centre Side	20
Dribbling	33	Positioning	-51		
Finishing	4	Reflexes	-62		
Adaptability	9	Professionalism	15	Right Foot	20
Ambition	18	Sportsmanship	14	Left Foot	12
Consistency	20	Temperament	7	Goalkeeper	0
Corners	7	Throw Ins	-62	Sweeper	0
Dirtiness	1	Versatility	3	Defender	0
Important Matches	18	Current Ability	1	Defensive Midfielder	0
Injury Proneness	1	Potential Ability	1	Midfielder	0
Loyalty	13			Attacking Midfielder	0
Natural Fitness	20	Current Reputation	9999	Attacker	20
One On Ones	-68	Home Reputation	9999	Wing Back	0
Penalties	-62	World Reputation	9999	Free Role	0
Pressure	14				

Player 2 (CA 197 and PA 198):

Spoiler!

Acceleration	20	Flair	20	Set Pieces	17
Aggression	2	Handling	1	Stamina	20
Agility	16	Heading	20	Strength	14
Anticipation	16	Influence	8	Tackling	15
Balance	20	Jumping	18	Teamwork	18
Bravery	3	Long Shots	20	Technique	20
Creativity	20	Marking	12	Work Rate	15
Crossing	20	Off The Ball	20	Preferred Foot	Right
Decisions	20	Pace	19	Form	7-10-9-7-7
Determination	20	Passing	20	Morale	Very Good
Dribbling	20	Positioning	12	Condition	100%
Finishing	20	Reflexes	2		

Acceleration	20	Flair	20	Set Pieces	17
Aggression	2	Handling	-120	Stamina	20
Agility	16	Heading	9	Strength	14
Anticipation	-23	Influence	8	Tackling	-31
Balance	20	Jumping	18	Teamwork	18
Bravery	3	Long Shots	4	Technique	20
Creativity	1	Marking	-51	Work Rate	15
Crossing	23	Off The Ball	23		
Decisions	18	Pace	19	Right Side	15
Determination	20	Passing	23	Left Side	15
Dribbling	33	Positioning	-51	Centre Side	20
Finishing	4	Reflexes	-62		
Adaptability	9	Professionalism	15	Right Foot	20
Ambition	18	Sportsmanship	14	Left Foot	12
Consistency	20	Temperament	7		
Corners	7	Throw Ins	-62	Goalkeeper	0
Dirtyness	1	Versatility	3	Sweeper	0
Important Matches	18			Defender	0
Injury Proneness	1	Current Ability	197	Defensive Midfielder	0
Loyalty	13	Potential Ability	198	Midfielder	0
Natural Fitness	20			Attacking Midfielder	0
One On Ones	-68	Current Reputation	9999	Attacker	20
Penalties	-62	Home Reputation	9999	Wing Back	0
Pressure	14	World Reputation	9999	Free Role	0

Above, you can see they are identical, except for the CA and PA.

I tested each player under exact the same conditions (trust me), like tactics, etc, and I forced their attributes to always remain constant using savegame editor.

Player 1 results (I repeated the same test season 7 times):

Spoiler!

Apps	Gl	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
34	22	9	10	74%	0.4	1.8	66%	8.09
48	30	4	12	72%	0.4	2.4	55%	7.90
44	30	9	13	75%	0.4	2.8	60%	8.18
45	22	9	6	74%	0.4	2.2	58%	7.69
45	29	9	11	72%	0.4	2.1	60%	8.11
39	16	5	7	72%	0.5	2.0	54%	7.90
47	30	7	13	73%	0.6	2.6	57%	8.04

Player 2 results (I repeated the same test season 5 times):

Spoiler!

Apps	Gl	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
46	35	11	19	76%	0.4	3.9	59%	8.48
45	29	8	14	75%	0.4	3.4	58%	8.07
43	33	10	15	74%	0.4	3.2	60%	8.44
41	23	10	18	75%	0.4	4.2	59%	8.22
44	36	10	17	75%	0.4	3.6	61%	8.32

We can see Player 2 performed better than player 1.

My conclusion: as opposed to what I used to believe, the value of an intrinsic attribute isn't absolute, as the performance of an intrinsic attribute is boosted by CA. For example, the two players above have 33 intrinsic for dribbling, but the higher CA player is better at dribbling than the lower CA player.

Now, how much exactly is this CA boost? Im very curious to find out, but Im pretty sure that its less than what the highly CA biased in-game attributes suggest.

Last edited by MadScientist; 21-11-19 at 07:27 PM.

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

JohnDoe, rodrigoxm49

20-11-19, 01:52 PM

#479

samsami ◊
VIP

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

The fact of the matter is that it is no rocket science.

I have players with no high values (normal values or intrinsic values) perform remarkable well and players with high (intrinsic) values performing less well.

There are always these kind of exceptions to keep the game interesting.

Samsami Sungo's Career

[Feyenoord after Koeman...](#) [The Golden Years Return for Spurs...](#) [His Last Bow & Oh when the Saints...](#) [The Comeback of Samsami & The Return of the King...](#) [The Return of the Prodigal Sons](#)

20-11-19, 07:57 PM

#480

saturn ◊
Programmer
VIP

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

Originally Posted by **MadScientist** ◊

I created 2 identical players (in terms of intrinsic attributes, and everything else like age, position, etc) in Greame kelly savegame editor, but one I gave CA 1 and PA 1, and the other I gave CA 197 and PA 198

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Now, how much exactly is this CA boost? Im very curious to find out, but Im pretty sure that its less than what the highly CA biased in-game attributes suggest.

Very interesting MadS! Like you I've been thinking a bit about intrinsic vs CA, for me it was in relation to scouts and their JPA/JPP attributes. I hope to do a similar test to you in creating an identical -CA scout and +CA scout and see who performs the best.

21-11-19, 05:25 PM

#481

Ravanelli ◊
Decent Young Player

Join Date: 15-12-13
Posts: 98

[QUOTE=Aeelon;460456]This guy is ruining my life.

Tactics the AI uses are my creation > realistic NWW not-centered.

Would you mind sharing that tactic pack? It's exactly what I am looking for: better, but realistic (not-centered) AI tactics. And preferably NWW as I only use NWW myself and of course still want to have a chance of beating the AI. A harder tactic pack with WibWobbed AI-tactics is almost unbeatable if you only use NWW yourself.

21-11-19, 05:41 PM

#482

samsami ◊
VIP

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

[QUOTE=Ravanelli;463214]

Originally Posted by **Aeelon** ◊

This guy is ruining my life.

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Would you mind sharing that tactic pack? It's exactly what I am looking for: better, but realistic (not-centered) AI tactics. And preferably NWW as I only use NWW myself and of course still want to have a chance of beating the AI. A harder tactic pack with WibWobbed AI-tactics is almost unbeatable if you only use NWW yourself.

That would be the ultimate challenge! Play a team like Spurs or Everton (NWW) with an AI-pack installed for the computer operated teams!

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

26-11-19, 03:07 PM

#483

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **MadScientist**

Now, how much exactly is this CA boost? Im very curious to find out

I found out. When the match engine wants to know how good a player is in a given attribute (like dribbling, passing, positioning, etc) during the current match being processed (either AI-only matches running in background, or human matches in foreground), it calls the function in offset 6EC010 in the cm0102.exe. So I debugged this function in real time using Olly and I discovered what it does.

Basically, I see there is a new type of attributes, which is used only by the match engine (so it only "exists" during matches). Lets call it "in-match attributes". An "in-match attribute" determine how good a player is in a given attribute (like dribbling, passing, positioning, etc) during his current match.

The value of an "in-match attribute" of a player is calculated with the following formula during a match:

Code:

```
in_match_value = intrinsic_value/5 + CA/20 + other_factors
```

The maximum (and best) in_match_value possible is around 45 (because the maximum intrinsic value possible is 125, the max CA possible is 200, and the other_factors max value seem to be around 10), but such high in_match_values are extremely rare to occur. Values above 20 are already very very good, just imagine a 45!

Note: If the in_match_value results to be negative, its clamped to 0 (and is the worst possible value).

From those 45 possible points, 25 can come from the intrinsic value (125/5), 10 can come from the CA (200/20), and 10 can come from other_factors.

So, we can see **the boost the CA can give to the performance of an attribute is something between 0 and 10 out of 45 possible points.**

Note: What is the 'other_factors' value? I don't know, I just see there is a huge number of variables that get summed up to form this 'other_factors' value, and its a value usually between 0 and 10. Its probably derived from player morale, condition, mental atts, playing near preferred position, etc, etc, etc, but don't take my work on those, as im just guessing.

EXAMPLE: Tsigalko has an intrinsic value of 46 for 'finishing' and a CA of 80, and lets suppose during a normal league match his other_factors value was 8. So, his in_match_value for 'finishing' during that match is calculated:

Code:

```
in_match_value_finishing = 46/5 + 80/20 + 8  
in_match_value_finishing = 9.2 + 4 + 8  
in_match_value_finishing = 13.2 + 8  
in_match_value_finishing = 21.2
```

So he can really be a beast at 'finishing' during that match, as 21.2 is VERY good. But it doesn't mean his performance as a whole will be good in that match. It just means: **If** he gets an opportunity to finish, then there is a high **chance** he will make a good finish, **possibly** a goal.

This discovery brings me to a next question which im also curious to find out: now that we know what values the match engine really uses for the attributes, how can we compare it with the attribute values that we see in the player profile screen in the game (the values in the 1 to 20 range)?

Last edited by MadScientist; 26-11-19 at 04:50 PM. Reason: fixed typo, I mean 21.2, not 23.2

The Following 6 Users Say Thank You to MadScientist For This Useful Post:

Effiong unmarked!, Goofy, JohnDoe, rodrigoxm49, samsami, saturn

27-11-19, 08:00 AM

#484

saturn ◊
Programmer
VIP

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

Wow, great work MadS! Very interesting findings and very well described. That function you describe is huge, it must've taken you ages to pick it apart. Do you have any parts of it annotated anywhere?

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **saturn**

Wow, great work MadS! Very interesting findings and very well described. That function you describe is huge, it must've taken you ages to pick it apart. Do you have any parts of it annotated anywhere?

The function is huge but what really matters is just one line of code:

Spoiler!

Code:

```
*(float *) (v1 + 149) = ((double)v109 + (double)v109 + (double)*(_WORD *) (v1 + 59) - v357) * 0.1;
```

That's from infoo's disassembled cm0102.c file.

- v109 holds the intrinsic value (in this case its dribbling, but this same line basically repeats for all intrinsic attrs): its summing the intrinsic with itself and then multiplying by 0.1. Its equivalent to dividing the intrinsic by 5.
- (v1 + 59) holds the CA already divided by 2 and already summed with some other factors, and then its multiplied by the 0.1. Its equivalent to dividing the CA by 20.
- v357 is some other factors not related to CA nor intrinsic.
- (v1 + 149) holds the result of the formula, in this case the in_match_value_dribbling.

So the formula above is equivalent to $\text{intrinsic}/5 + \text{CA}/20 + \text{other_factors}$.

The result later is still summed and multiplied with some more factors, but its irrelevant to the CA and intrinsic part.

Some other annotations I made:

Spoiler!

Code:

All match engine functions seem to be between offsets 006B25E0 and 0072B230.

```
Offsets where player CA seem to be used by match engine, but doesn't seem to have relation with boost to intrinsic a
006B6EE7 |. 0FBF50 05 |MOVX EDX,WORD PTR DS:[EAX+5]
006C0D72 |. 0FBF48 05 |MOVX ECX,WORD PTR DS:[EAX+5]
006C0D8B |. 0FBF50 05 |MOVX EDX,WORD PTR DS:[EAX+5]
006C0DA4 |. 0FBF48 05 |MOVX ECX,WORD PTR DS:[EAX+5]
006C0DB8 |> 0FBF50 05 |MOVX EDX,WORD PTR DS:[EAX+5]
006C1026 |. 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]
006C103F |. 0FBF41 05 |MOVX EAX,WORD PTR DS:[ECX+5]
006C1058 |. 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]
006C1071 |. 0FBF41 05 |MOVX EAX,WORD PTR DS:[ECX+5]
006C1085 |> 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]
006C1312 |. 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]
006C132B |. 0FBF41 05 |MOVX EAX,WORD PTR DS:[ECX+5]
006C1344 |. 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]
006C135D |. 0FBF41 05 |MOVX EAX,WORD PTR DS:[ECX+5]
006C1371 |> 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]
006D3231 |> 0FBF70 05 |MOVX ESI,WORD PTR DS:[EAX+5]
006E8882 |. 0FBF49 05 |MOVX ECX,WORD PTR DS:[ECX+5]
006EB918 |. 0FBF51 05 |MOVX EDX,WORD PTR DS:[ECX+5]

Offsets where player CA is used by match engine, and IS related to boost to intrinsic attributes (all of them belong
006EC15C |. 0FBF42 05 |MOVX EAX,WORD PTR DS:[EDX+5]
006EC675 |. 0FBF40 05 |MOVX EAX,WORD PTR DS:[EAX+5]
006EC733 |> 0FBF50 05 |MOVX EDX,WORD PTR DS:[EAX+5]
006EC9E1 |. 0FBF42 05 |MOVX EAX,WORD PTR DS:[EDX+5]
```

By the way, there are some places in the match engine code (but out of function 6EC010) where some intrinsic values of attributes are read directly without being summed with CA, but apparently those places don't use the intrinsic value to determine how good the player is in the attribute, those places seem to use it just to calculate something unrelated to that. So I assume function 6EC010 is the only place where it determines how good a player is in a given attribute.

Last edited by MadScientist; 27-11-19 at 08:21 PM.

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

rodrigoxm49, saturn

JohnDoe
 Youth Team Player

Join Date: 16-10-14
 Posts: 31

Incredible work ...

MadScientist
 Director

Join Date: 26-09-18
 Location: Brazil
 Posts: 882

Below are just some tests I made when I was debugging the formula above:

As I said, the max in_match_value to occur naturally is around 45. But with some hack in the game .exe I gave a 120 in_match_value for dribbling during a match for the striker player below (much more than 45):

		Key	Hea	Won	Key	Ast	Sho	On	Int	Run	Off	Fou	Fld	Con
13	Jan Oblak (c)	1	0	0	0	0	0	0	2	0	0	0	0	96 8
27	Aarón Martín	2	4	3	0	0	0	0	2	0	0	0	0	76 8
18	Mikel Villanueva	1	1	1	0	0	0	0	3	0	0	1	0	86 7
21	Mario Hermoso	1	1	1	1	0	0	0	0	0	0	1	0	86 7
3	Marcos Acuña	sub 76	1	1	0	0	1	0	0	0	0	0	0	84 7
14	Mikel Merino	1	2	1	1	0	1	1	6	0	0	1	1	84 8 1
8	Saúl Níguez	sub 66	0	1	1	0	0	0	1	1	0	0	0	87 6
16	Paul Pogba	0	5	3	0	1	1	0	6	0	0	0	0	92 8
11	Thomas Lemar	2	5	2	2	0	0	0	2	3	0	1	1	78 7
20	Jordi Mboula	0	4	3	0	0	0	0	1	4	0	0	0	86 7
7	INSANE DRIBBLING	0	6	3	1	1	7	4	7	33	0	0	1	87 10 1

We can see above he made 33 successful dribbles.

Now I did the same, but for off the ball too (120 in_match_value dribbling AND 120 in_match_value off the ball) and replayed the same match:

		Key	Hea	Won	Key	Ast	Sho	On	Int	Run	Off	Fou	Fld	Con
13	Jan Oblak (c)	0	0	0	0	0	0	0	2	0	0	0	0	96 5
27	Aarón Martín	sub 86	1	0	0	1	0	0	0	4	0	0	1	78 7
18	Mikel Villanueva	sub 66	0	2	1	1	0	0	1	0	0	0	0	90 6
21	Mario Hermoso	1	2	1	0	0	1	1	1	0	0	0	0	85 6
3	Marcos Acuña	0	1	1	0	0	1	1	3	0	0	1	0	80 7
14	Mikel Merino	2	3	2	0	0	1	1	1	0	0	1	1	83 7
8	Saúl Níguez	0	2	1	0	0	2	2	5	1	0	0	1	80 7
16	Paul Pogba	1	5	2	1	0	0	0	2	0	0	2	0	85 7
11	Thomas Lemar	1	4	4	0	1	1	0	1	0	0	0	0	78 8
20	Jordi Mboula	0	2	1	0	0	1	1	1	0	0	0	2	79 7
7	INSANE	0	11	5	2	0	12	7	7	20	0	1	3	82 10 4

Above, he made 11 headers and 12 shoots, because he is a master in off the ball (so he is always in a good position to receive the ball and has many opportunities to head and shoot to goal).

Now, for reference, this is how the player plays the same match without any hacks (with his normal values for in_match_values):

		Key	Hea	Won	Key	Ast	Sho	On	Int	Run	Off	Fou	Fld	Con
13	Jan Oblak (c)	1	0	0	0	0	0	0	0	0	0	0	0	95 7
27	Aarón Martín	0	2	2	2	0	0	0	0	5	0	2	1	74 9
18	Mikel Villanueva	3	4	2	1	0	1	0	5	0	0	0	0	83 6
21	Mario Hermoso	0	1	1	1	1	0	0	2	4	0	0	0	83 7
3	Marcos Acuña	0	0	0	0	0	2	0	1	1	0	0	0	77 6
14	Mikel Merino	sub 58	0	3	1	0	0	2	2	6	1	0	2	86 6
8	Saúl Níguez	1	4	1	0	0	0	0	2	2	0	2	1	78 7
16	Paul Pogba	0	4	4	0	0	1	1	6	0	0	0	1	83 7
11	Thomas Lemar	0	2	1	1	0	5	4	1	0	0	0	0	77 8
20	Jordi Mboula	sub 47	0	1	1	1	0	0	0	0	2	2	0	86 7
7	NORMAL	0	3	1	1	0	5	2	6	3	0	0	1	85 7

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

eddieC, rodrigoxm49

Dermotron ◦
Sir Mergements
 Director
 Manager
 VIP
 Captain

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

Can you do this for GK's and find they exact thing that makes a good/great GK? PLEASE?? 😊

Champman0102.co.uk Facebook Page
 13000 followers and rising

November 2020 Data Update Out Now

MadScientist ◦
 Director

Join Date: 26-09-18
 Location: Brazil
 Posts: 882

Ha! Guys you need to see this:

Well, first, I noticed the following attributes receive an additional boost from CA besides the boost from formula above: heading, finishing, marking, positioning, crossing, passing and creativity. I won't get into detail, but its worth mention this additional CA boost can set the in_match_values of those attributes to a max of around 75.

So far so good, nothing special there. But here comes the interesting part: While I was checking the code of that additional CA boost, I found a really funny bug in the match engine code:

When the CA of a player is higher than 124 AND the intrinsic value for creativity of that player is higher than 10, then the creativity formula ends up using the intrinsic value of REFLEXES instead of the intrinsic value of CREATIVITY! This is exactly the same bug reported by @Trip on 12/12/12 (very nice date, by the way):

Originally Posted by **Trip**

if anyone cares, I found the exact CA value above which high intrinsic creativity stops yielding high number of passes-per-game. It's 124. CA = 125 and above means it won't work.

Doing an experiment right now with Gascoigne's regen, who has insane intrinsic creativity (106). Have set his PA to 142, so his CA stays in the low 120's. As long as it's there, he bangs in around 80 (edit: make that 90, just did a calculation) passes a game on average. If his CA rises above 124, as it does occasionally through bouts of training zeal, his number of passes drops dramatically and his creativity basically means fuck-all, he might as well not have the att at all. When his CA returns below 125, up go the passes, up goes the avg.

This screenshot shows CR7 in Oct2019 data in the original .68 .exe (with the bug):

Season	Team	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
2004/5	Académica	12	5	2	0	76%	0.2	2.2	60%	7.42
2003/4	Juventus	43 (3)	15	17	2	66%	0.5	2.2	55%	7.50
2002/3	Juventus	42 (4)	17	10	5	72%	0.4	1.7	64%	7.52
2001/2	Juventus	52	31	26	10	72%	1.0	1.9	66%	8.13
2000/1	Juventus	31	21							

In the first season his intrinsic for creativity was 8, so the bug didn't occur and he made lots of assists. In the second season, his intrinsic for creativity grow to 13. So now the bug occur and it started to use the reflex value rather than creativity, so his performance and assists dropped.

This is really a bug and not something intentional, because its very clear in the code that the programmer forgot to update the intrinsic variable in this specific case, so it ends up using the value of the previous attribute in the loop, which by pure coincidence is reflexes.

The good news is its a pretty easy fix:

Spoiler!

Code:

```
Change offset
006EDA39 JGE SHORT cm0102.006EDA66
```


Above, we can see Messi instantly becomes assist master and performance improves as a whole (even dribbling increases) **because it uses reflex value (125) for creativity due to the bug**. That's still in vanilla .68 .exe (without my fix, but with Messi's reflex increased to the max 125 intrinsic with savegame editor).

Now, back to the original Messi (with low reflexes attribute). And also see De Bruyne below. **This is the .68 .exe with my fix to this bug, so now it really uses the creativity value rather than the reflexes:**

Spoiler!

10. Lionel Messi (Barcelona)

Action

Profile Injuries & Bans Contract Transfer History

View ▾

Playing Career

		<<	>>	Apps	Cls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
2002/3	Barcelona			0	0	0	0	-	-	-	-	----
2001/2	Barcelona			45	30	24	9	73%	0.8	3.2	62%	8.18
2000/1	Barcelona			34	36							

17. Kevin de Bruyne (Man City)

Action

Profile Injuries & Bans Contract Transfer History

View ▾

Playing Career

		<<	>>	Apps	Cls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
2002/3	Man City			0	0	0	0	-	-	-	-	----
2001/2	Man City			50 (1)	15	21	6	74%	2.1	2.6	63%	8.02
2000/1	Man City			19	2							

We can see above that the fix worked fine, because now their performance improved and assists too, due to value of creativity finally being used instead of reflexes. Keep in mind Messi's intrinsic for creativity is 17 (not the 125 from previous screenshot) so that's why he doesn't perform as good as that, but now performs as expected.

Originally Posted by **Dermotron**

Can you do this for GK's and find they exact thing that makes a good/great GK? PLEASE??

I bet its a similar bug, GKs look so random in the game, i bet its using the wrong attributes somewhere in the code.

Last edited by MadScientist; 30-11-19 at 07:41 PM. Reason: added link to .patch file with the fix for the bug

The Following 9 Users Say Thank You to MadScientist For This Useful Post:

barfly14, eddieC, Effiong unmarked!, M.C.F.C, ninquem, Paiva, riise, saturn, xeno

30-11-19, 12:16 PM

#490

1369phil
Hot Prospect for the Future

Join Date: 06-04-12
Posts: 110

This is an amazing find - so this could go some way to explain why some low CA/PA players outperform higher value ones.

Trip even mentions in the "Good players original" thread that players like Dariusz Wocz (sp.?) outperform Ballack, Effenberg, Habler - despite having apparently worse stats.

Opening up CM Scout on a new game and look at the players with under 140PA and around 100-124 CA you get the likes of Mike Duff, the 2 x Olympiakos keepers, Luis Andrade, Wael Reyad, Moroni, Gasperoni, Richie Wellens, Matt Hill and a load of other bargain over performers

Does this Creativity/Reflexes bug also apply to other stat combinations? I wonder if it works in combination with other favourable stats (ie. tackling/marketing or finishing/long shots)

Last edited by 1369phil; 30-11-19 at 12:29 PM.

30-11-19, 06:14 PM

#491

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **1369phil**

so this could go some way to explain why some low CA/PA players outperform higher value ones.

Yes, thats definitely one of the reasons why. Creativity is a powerful attribute, it can greatly improve the performance and the number of assists of a player. So with reflexes value being used for creativity of high CA players (above 124 CA), they have a huge disadvantage compared to low CA players.

This bug is also one of the reasons for the drain in goals that happen a few seasons later in the game. After all, with reflexes value being used for creativity, there is no way to fight against the hord of high positioning defenders.

Originally Posted by **1369phil**

Does this Creativity/Reflexes bug also apply to other stat combinations? I wonder if it works in combination with other favourable stats (ie. tackling/marketing or finishing/long shots)

Not sure I get what you mean by "combination", but I didn't notice any other attribute with a similar bug so far.

The Following User Says Thank You to MadScientist For This Useful Post:

ninquem

30-11-19, 07:03 PM

#492

Aeelon ◦
Youth Team Player

Join Date: 07-08-19
Posts: 42

So, we buy midfielders with reflexes now? 🤖 Just in case 🤖

30-11-19, 07:03 PM

#493

1369phil ◦
Hot Prospect for the Future

Join Date: 06-04-12
Posts: 110

Originally Posted by **MadScientist**

Not sure I get what you mean by "combination", but I didn't notice any other attribute with a similar bug so far.

Firstly this is a huge discovery, Trip mentioned Creativity being one of the more important attributes and listed low PA players who outplayed their stats - this is the reason why.

I meant other intrinsic attributes being adversely effected by incorrectly pairing with non related attributes - ie. Creativity is adversely paired with Reflexes. It sounds like this doesn't work with other attributes - as you've noted, defenders just get better and better as their positioning increases.

How do I get the code you've written into my game? (Explain it like I'm 5 please!)

Last edited by 1369phil; 30-11-19 at 07:24 PM.

30-11-19, 07:37 PM

#494

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Aeelon**

So, we buy midfielders with reflexes now? Just in case

Yes , or apply the patch fix with the link below:

Originally Posted by **1369phil**

How do I get the code you've written into my game? (Explain it like I'm 5 please!)

I created a patch for this fix:

[UnlockYourCreativity.patch](#)

Right click the link above, select "Save link as", then save it somewhere in your computer.

Then open [Nick's tool](#), click Browse and choose your cm0102.exe (.68, tapani or saturn), then click Tools, Apply patchfile, select the .patch file you saved above. You will see something like "patch applied successfully". Then just close the tool. Dont click Apply. Thats all.

The Following 3 Users Say Thank You to MadScientist For This Useful Post:

[dweatherston11](#), [foo_jam2002](#), [JLa](#)

01-12-19, 12:59 PM

#495

Sure
Scout

Join Date: 21-06-14
Posts: 186

Excellent findings. Since years I thought low CA players with nice number/intrinsics in a particular attribute performed so good because they were just able to do this "attribute" and nothing else they did it way much than the others and better CA players. Your works will open something like a new era of creating and judging players.

01-12-19, 08:29 PM

#496

samsami
VIP

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

Originally Posted by **MadScientist**

I created a patch for this fix:

[UnlockYourCreativity.patch](#)

Right click the link above, select "Save link as", then save it somewhere in your computer.

Then open [Nick's tool](#), click Browse and choose your cm0102.exe (.68, tapani or saturn), then click Tools, Apply patchfile, select the .patch file you saved above. You will see something like "patch applied successfully". Then just close the tool. Dont click Apply. Thats all.

Does this work for your save-game if you don't have Nick's tool installed but only Saturn's patch?

Samsami Sungo's Career

[Feyenoord after Koeman...](#) [The Golden Years Return for Spurs...](#) [His Last Bow & Oh when the Saints...](#) [The Comeback of Samsami & The Return of the King...](#) [The Return of the Prodigal Sons](#)

01-12-19, 08:57 PM

#497

Coys
First Team Player

Join Date: 03-03-12
Posts: 3,312

This is phenomenal. Thank you MC for putting so much research into this. I was always baffled as to why low CA players with high creativity were assist machines. Now it is clear why!

Also many thanks for posting the fix. I am very excited to add this to my exe, and wait in anticipation for any more findings!

02-12-19, 02:48 PM

#498

MadScientist
Director

Join Date: 26-09-18
Location: Brazil

Originally Posted by **samsami**
Does this work for your save-game if you don't have Nick's tool installed but only Saturn's patch?

Yes, the fix is compatible with saturn patch and works on existing savegames too. To apply the fix to your existing saturn .exe, you can download nicks tool and follow the steps:

Originally Posted by **MadScientist**
[UnlockYourCreativity.patch](#)
Right click the link above, select "Save link as", then save it somewhere in your computer.
Then open [Nick's tool](#), click Browse and choose your cm0102.exe (.68, tapani or saturn), then click Tools, Apply patchfile, select the .patch file you saved above. You will see something like "patch applied successfully". Then just close the tool. Dont click Apply. Thats all.

02-12-19, 04:24 PM #499

Shambalane
Hot Prospect for the Future Join Date: 07-08-13 Posts: 183

Bravo. Brilliant find, thank you for the fix.

02-12-19, 07:05 PM #500

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

I hope this fix will be added by Saturn as well.

It seems it's not optional.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

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Thread: Tsigalko / van Nistelrooy Thread

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04-12-19, 08:47 AM

#501

BeezerCeltic1967
Director

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

Originally Posted by MadScientist

Ha! Guys you need to see this:

Well, first, I noticed the following attributes receive an additional boost from CA besides the boost from formula above: heading, finishing, marking, positioning, crossing, passing and creativity. I won't get into detail, but its worth mention this additional CA boost can set the `in_match_values` of those attributes to a max of around 75.

So far so good, nothing special there. But here comes the interesting part: While I was checking the code of that additional CA boost, I found a really funny bug in the match engine code:

When the CA of a player is higher than 124 AND the intrinsic value for creativity of that player is higher than 10, then the creativity formula ends up using the intrinsic value of REFLEXES instead of the intrinsic value of CREATIVITY! This is exactly the same bug reported by @Trip on 12/12/12 (very nice date, by the way):

This screenshot shows CR7 in Oct2019 data in the original .68 .exe (with the bug):

Season	Team	Apps	Gls	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
2004/5	Académica	12	5	2	0	76%	0.2	2.2	60%	7.42
2003/4	Juventus	43 (3)	15	17	2	66%	0.5	2.2	55%	7.50
2002/3	Juventus	42 (4)	17	10	5	72%	0.4	1.7	64%	7.52
2001/2	Juventus	52	31	26	10	72%	1.0	1.9	66%	8.13
2000/1	Juventus	31	21							

In the first season his intrinsic for creativity was 8, so the bug didn't occur and he made lots of assists. In the second season, his intrinsic for creativity grow to 13. So now the bug occur and it started to use the reflex value rather than creativity, so his performance and assists dropped.

This is really a bug and not something intentional, because its very clear in the code that the programmer forgot to update the intrinsic variable in this specific case, so it ends up using the value of the previous attribute in the loop, which by pure coincidence is reflexes.

The good news is its a pretty easy fix:

Spoiler! Show

Code:

```
Change offset
006EDA39 JGE SHORT cm0102.006EDA66
To
006EDA39 JGE SHORT cm0102.006EDA57
```

To apply this fix in your cm0102.exe, see this post:
<https://champman0102.co.uk/showthrea...035#post464035>

The only thing it does is that now when CA above 124 and intrinsic above 10, then it uses creativity rather than reflexes for creativity. It doesnt change anything else.

This change is compatible with .68, tapi, and saturn .exes, and is savegame compatible (meaning it also works on existing savegames).

Now, some more examples of the bug, and of the fix:

Messi and De Bruyne are affected by this bug in Oct2019 data because they have CA higher than 124 and intrinsic for creativity higher than 10. So this is how they perform in vanilla .68 .exe, for reference:

Spoiler!

16. Lionel Messi (Vélez)

Season	Team	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
2004/5	Vélez	33 (3)	9	9	3	66%	1.3	2.3	55%	7.36
2003/4	Vélez	1	0	0	0	64%	2.0	5.0	100%	7.00
2003/4	Barcelona	0 (1)	0	0	0	87%	0.0	0.0	-	7.00
2002/3	Barcelona	48	23	8	7	66%	0.8	3.5	68%	7.71
2001/2	Barcelona	42 (2)	28	10	11	69%	0.5	3.0	63%	7.77
2000/1	Barcelona	34	36							

17. Kevin de Bruyne (Man City)

Season	Team	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
2004/5	Man City	36 (2)	11	10	10	71%	2.5	3.5	57%	7.89
2003/4	Man City	48	18	12	7	71%	3.0	3.0	63%	7.75
2002/3	Man City	39 (3)	5	17	5	74%	3.4	4.7	56%	7.69
2001/2	Man City	40 (9)	13	6	4	73%	2.2	3.2	63%	7.53
2000/1	Man City	19	2							

Above, they perform worse than expected with few assists because the creativity value is totally ignored and the reflexes value is being used instead!

Then to confirm the bug, I changed Messi's intrinsic value of **reflexes** using Greame kelly savegame editor to the max possible value (125):

Spoiler!

10. Lionel Messi (Barcelona)

Season	Team	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
2003/4	Barcelona	0	0	0	0	-	-	-	-	----
2002/3	Barcelona	42 (1)	23	20	15	67%	1.0	5.1	64%	8.28
2001/2	Barcelona	44	24	18	17	69%	0.7	4.9	60%	8.34
2000/1	Barcelona	34	36							

Above, we can see Messi instantly becomes assist master and performance improves as a whole (even dribbling increases) **because it uses reflex value (125) for creativity due to the bug**. Thats still in vanilla .68 .exe (without my fix, but with Messi's reflex increased to the max 125 intrinsic with savegame editor).

Now, back to the original Messi (with low reflexes attribute). And also see De Bruyne

below. **This is the .68 .exe with my fix to this bug, so now it really uses the creativity value rather than the reflexes:**

Spoiler!

10. Lionel Messi (Barcelona)

View	Season	Team	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
	2002/3	Barcelona	0	0	0	0	-	-	-	-	----
	2001/2	Barcelona	45	30	24	9	73%	0.8	3.2	62%	8.18
	2000/1	Barcelona	34	36							

17. Kevin de Bruyne (Man City)

View	Season	Team	Apps	Goals	Assists	MoM	Pass	Tck	Drb	Sh Tar	Av R
	2002/3	Man City	0	0	0	0	-	-	-	-	----
	2001/2	Man City	50 (1)	15	21	6	74%	2.1	2.6	63%	8.02
	2000/1	Man City	19	2							

We can see above that the fix worked fine, because now their performance improved and assists too, due to value of creativity finally being used instead of reflexes. Keep in mind Messi's intrinsic for creativity is 17 (not the 125 from previous screenshot) so that's why he doesn't perform as good as that, but now performs as expected.

I bet its a similar bug, GKs look so random in the game, i bet its using the wrong attributes somewhere in the code.

Hi mate,

was it just the code you applied to get the increase in assists?
Did you change any attributes? or were they left the same in both tests?

cheers

The Following User Says Thank You to BeezerCeltic1967 For This Useful Post:

eddieC

04-12-19, 08:57 AM

#502

samsami **VIP**

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

Applying the patch will make my one single Feyenoord player who happens to have an intrinsic value for creativity of 33 (so higher than 10) and a CA higher than 124 perform better, that is to say, perform like he should. That's kind of nice of course. And that's how it should be.

But goodness know what else it will unleash because Ajax and PSV and most European clubs we play will have similar creative, but 'handicapped' players as well and they will **also** suddenly become more effective 😊

I am going to check and see which Ajax and PSV players 'qualify' and if their ratings will go up and their number of assist will increase.

This is going to be very interesting, to keep an eye on all players in my save with a high intrinsic value for creativity!

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

faz44 ◦
Backup Player

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

Coys was suggesting in the chatbox the other night that some players in the new patch suddenly become assist machines like de Bruyne and Joao Felix.

I'm working on a 3.9.68 DB and I created a shortlist of players to look at. Problem is, I can't get CM Scout Intrinsic to give me a list of people with an intrinsic value of over 10. When I looked at people with high creativity, that doesn't mean their intrinsic value is high too. So somebody like Landon Donovan, who on my game has 15 creativity but has much lower intrinsic creativity, is unaffected. The one player I found who clearly is affected positively was Barry Ferguson with 13 assists in 13 games playing as the DMC in a 4-1-3-2 for Rangers.

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **BeezerCeltic1967** ◻

*was it just the code you applied to get the increase in assists?
Did you change any attributes? or were they left the same in both tests?*

Just the code. I didnt change any attributes of the players. With the new code the game now uses the creativity value for creativity instead of reflexes value for creativity, thats why increase in assists.

Originally Posted by **faz44** ◻

Coys was suggesting in the chatbox the other night that some players in the new patch suddenly become assist machines like de Bruyne and Joao Felix.

I'm working on a 3.9.68 DB and I created a shortlist of players to look at. Problem is, I can't get CM Scout Intrinsic to give me a list of people with an intrinsic value of over 10. When I looked at people with high creativity, that doesn't mean their intrinsic value is high too. So somebody like Landon Donovan, who on my game has 15 creativity but has much lower intrinsic creativity, is unaffected. The one player I found who clearly is affected positively was Barry Ferguson with 13 assists in 13 games playing as the DMC in a 4-1-3-2 for Rangers.

In cm scout intrinsic, to sort by the intrinsic value of creativity, Click the Settings icon -> Attributes Column -> tick Creativity, you will see a new column Creativity, then just click to sort by this column. Also make sure you choose to display the intrinsic values in the tool settings.

In the begining of a new save, you won't find many players with more than 10 intrinsic for creativity and CA above 124. I guess the data updaters felt it didn't work so they didn't add big values for creativity. But Barry Ferguson definitely applies, as he has intrinsic 11 and CA 145. As the seasons go on, the creativity of the existing players increases due to experience gain, and many high PA regens are born with high values for creativity too, so you will find more players in later seasons with creativity higher than 10.

BeezerCeltic1967 ◦
Director

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

Cheers mate,

i have been tweaking the atts of players after applying the fix,

amazing results 🤖

Great find 🤖

faz44 ◦
Backup Player

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

Originally Posted by **MadScientist** ◻

Just the code. I didnt change any attributes of the players. With the new code the game now uses the creativity value for creativity instead of reflexes value for creativity, thats why increase in assists.

In cm scout intrinsic, to sort by the intrinsic value of creativity, Click the Settings icon -> Attributes Column -> tick Creativity, you will see a

new column Creativity, then just click to sort by this column. Also make sure you choose to display the intrinsic values in the tool settings.

In the begining of a new save, you won't find many players with more than 10 intrinsic for creativity and CA above 124. I guess the data updaters felt it didn't work so they didn't add big values for creativity. But Barry Ferguson definitely applies, as he has intrinsic 11 and CA 145. As the seasons go on, the creativity of the existing players increases due to experience gain, and many high PA regens are born with high values for creativity too, so you will find more players in later seasons with creativity higher than 10.

It is working, it's definitely working and I'm in mid-November of the first season. Ze Roberto has 13 assists in 11 games off Bayern's left wing. Ferguson still has more assists than games. Emerson can't get a game for Gremio but has 10 assists in their reserves. Bergkamp has way more assists than usual. Even Nick Barmby, who has 13 Intrinsic creativity is into double figures by mid-November, which is keeping McPhail in the reserves with similar numbers.

04-12-19, 07:54 PM

#507

BeezerCeltic1967 ◊
Director

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

The cm scout download on here is not working, can anybody upload it again for me please?

I take it this is used for viewing players intrinsics as well and it's not a different scouting tool?
thanks

04-12-19, 08:38 PM

#508

faz44 ◊
Backup Player

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

Originally Posted by **BeezerCeltic1967** ◊

The cm scout download on here is not working, can anybody upload it again for me please?

*I take it this is used for viewing players intrinsics as well and it's not a different scouting tool?
thanks*

Beez, in the patches forum, there's a post called CM Scout Intrinsic. It's a Windows 10 app and it's in the Windows Store if you have Windows 10 (where I got it from). If you change the settings, it lets you see the intrinsic atts.

04-12-19, 09:05 PM

#509

BeezerCeltic1967 ◊
Director

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

Originally Posted by **faz44** ◊

Beez, in the patches forum, there's a post called CM Scout Intrinsic. It's a Windows 10 app and it's in the Windows Store if you have Windows 10 (where I got it from). If you change the settings, it lets you see the intrinsic atts.

cheers pal,

already had the fecking thing 🤔🤔

05-12-19, 09:30 AM

#510

samsami ◊
VIP

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

Originally Posted by **MadScientist** ◊

In the beginning of a new save, you won't find many players with more than 10 intrinsic for creativity and CA above 124. I guess the data updaters felt it didn't work so they didn't add big values for creativity. But Barry Ferguson definitely applies, as he has intrinsic 11 and CA 145. As the seasons go on, the creativity of the existing players increases due to experience gain, and many high PA regens are born with high values for creativity too, so you will find more players in later seasons with creativity higher than 10.

I am in my sixth season with Feyenoord and have one player with a creativity value of 33. The next highest is 6. Ajax has a player with the highest creativity value of 9 and PSV even lower apart from two 35-year-olds (Alexis Sánchez and Mkhitarian) so fixing the bug will not make a huge difference to my save but it might make European top clubs stronger.

Alaxis Sánchez's career has been severely affected by the bug though. Just 3 assists a year! The same goes for Mkhitarian and Agüero. Far too few assists in their careers.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

03-01-20, 09:51 PM

#511

Nick+Co
Programmer

Join Date: 18-07-15
Posts: 795

@MadScientist: This is amazing work mate. You are 100% correct with your findings - definitely a bug in the game, and with one byte you've fixed it after all these years! 😊 I'm trying to work out what's going on with Goalkeepers as that has always puzzled me. Dimitri Chiotis, Hugo Pinheiro, etc always had weakish stats but are legends of the game - so something is afoot. It's not obvious, but looking for oddities around that similar code. (ESI+6D points to the player attributes, ESI+69 points to the staff details (so +8 of that is the surname so you can check the player). There's some weird maths for it to do it's calcs - but will see what I can come up with!)

The Following User Says Thank You to Nick+Co For This Useful Post:

MadScientist

03-01-20, 10:16 PM

#512

JLa
Backup Player

Join Date: 02-04-12
Posts: 865

Originally Posted by **MadScientist**

Yes 🇧🇷, or apply the patch fix with the link below:

I created a patch for this fix:

[UnlockYourCreativity.patch](#)

Right click the link above, select "Save link as", then save it somewhere in your computer.

Then open [Nick's tool](#), click Browse and choose your cm0102.exe (.68, tapani or saturn), then click Tools, Apply patchfile, select the .patch file you saved above. You will see something like "patch applied successfully". Then just close the tool. Dont click Apply. Thats all.

I always had this feeling I should be using my GK as playmaker in central midfield ... 🇧🇷

The stuff you guys manage to figure out! Wowzers! Thanks so much for this!!

The Following User Says Thank You to JLa For This Useful Post:

MadScientist

04-01-20, 12:31 AM

#513

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Nick+Co**

@MadScientist: This is amazing work mate. You are 100% correct with your findings - definitely a bug in the game, and with one byte you've fixed it after all these years! 😊 I'm trying to work out what's going on with Goalkeepers as that has always puzzled me. Dimitri Chiotis, Hugo Pinheiro, etc always had weakish stats but are legends of the game - so something is afoot. It's not obvious, but looking for oddities around that similar code. (ESI+6D points to the player attributes, ESI+69 points to the staff details (so +8 of that is the surname so you can check the player). There's some weird maths for it to do it's calcs - but will see what I can come up with!)

Thank you Nick.

Another day I had a quick look at GKs code in that function but I didnt find anything odd. I noticed some attributes seem to get a small boost if the player is a GK: handling, reflexes, one on ones, anticipation, decisions, jumping, professionalism and important matches. I suppose this means they are important attributes for GKs. Strange that positioning gets a small penalty if the player is a GK, but the way its coded looks like something intentional and not a bug. I didn't do the experiment suggested by Dermot yet though. Anyway, I still believe there must be some odd bug about GKs somewhere in the code.

04-01-20, 08:12 AM

#514

samsami ◊
VIP

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

Originally Posted by **MadScientist** »

Thank you Nick.

Another day I had a quick look at GKs code in that function but I didnt find anything odd. I noticed some attributes seem to get a small boost if the player is a GK: handling, reflexes, one on ones, anticipation, decisions, jumping, professionalism and important matches. I suppose this means they are important attributes for GKs. Strange that positioning gets a small penalty if the player is a GK, but the way its coded looks like something intentional and not a bug. I didn't do the experiment suggested by Dermot yet though. Anyway, I still believe there must be some odd bug about GKs somewhere in the code.

Good to know! For now your bug fix has already unlocked the creativity of one player in my save which is really nice!

Samsami Sungo's Career

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The Following User Says Thank You to samsami For This Useful Post:

MadScientist

04-01-20, 05:17 PM

#515

Nick+Co ◊
Programmer

Join Date: 18-07-15
Posts: 795

I didn't do the experiment suggested by Dermot yet though. Anyway, I still believe there must be some odd bug about GKs somewhere in the code

Let me know if you do! I have tried creating and using many different goalkeepers - no revelations really. The hardest part is that there's no way to get handling very high without a high CA, as other CA attributes will get a good share of the CA points before Handling. Not sure if that was intentional or not.

The Following User Says Thank You to Nick+Co For This Useful Post:

MadScientist

04-01-20, 06:06 PM

#516

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Nick+Co** »

The hardest part is that there's no way to get handling very high without a high CA, as other CA attributes will get a good share of the CA points before Handling. Not sure if that was intentional or not.

Yes, if I get what you mean, thats how it works for any CA attribute, they share CA points, so to have a high intrinsic for an attribute, you need to set the other attributes low in the editor, or increase the CA. But you can always use savegame editor to increase the intrinsic values later.

I cant find the thread now, but Dermotron made lots of experiments with GKs in the past, he was able to create some GKs with really insane intrinsic values for handling, reflexes, one-on-ones etc, and great mental/physical atts, and it didn't seem to make any difference in their performance, they actually performed very poorly, so its really weird why some GKs with poor attributes perform so well.

Nick+Co 
Programmer

Join Date: 18-07-15
Posts: 795

thats how it works for any CA attribute, they share CA points, so to have a high intrinsic for an attribute

True, but it's especially hard to get Handling to take its fair share of the CA points - it seems weighted to give almost any other CA attribute the points first, before handling.

But you can always use savegame editor to increase the intrinsic values later....and it didn't seem to make any difference in their performance

I did the same thing - but did find it made quite a difference. But the differences don't last - as the player updates, and the other attributes get the points and take from handling, which is the most important.

The Following User Says Thank You to Nick+Co For This Useful Post:

[MadScientist](#)

MadScientist 
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

 Originally Posted by **Nick+Co** 

True, but it's especially hard to get Handling to take its fair share of the CA points - it seems weighted to give almost any other CA attribute the points first, before handling.

Interesting.

The CA attributes are divided in different groups and the CA points are spread to each group with a different priority. I remember the groups for outfield players, but not for GKs. You can know the groups for GKs if you give 20s to all 18 CA attributes of a GK and check his intrinsics on game created. The attributes that then have the same intrinsic value belong to the same group.

For outfield players, handling is alone in the lowest priority group, so I would expect for GKs handling would be in the highest priority group. But as per your observation, it seems its not, so it may be a bug indeed, which would cause few goalkeepers with high handling on the first seasons of new games. But that still wouldn't explain why some GKs with poor attributes perform so well and some with good atts perform poorly.

One more thing: when creating goalkeeper in the editor, you can't leave any of the 48 attributes as 0, otherwise there is a known bug that causes all his non-0 attributes to mess up when game created.

Nick+Co 
Programmer

Join Date: 18-07-15
Posts: 795

But that still wouldn't explain why some GKs with poor attributes perform so well and some with good atts perform poorly.

I think it might explain it, as the only way to end up with very high intrinsic Handling is for the CA to be relatively low and all other stats pretty low. If other stats look good - it makes handling intrinsic's value go down. But all just theory - will delve into it more 😊

BeezerCeltic1967 
Director

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

Is gk save game editor the best way to check the intrinsic value in game?

Nick+Co 

Join Date: 18-07-15


Beezer: I use the Save Scouter in my patcher. But either mine, GK's or "CM Scout Intrinsic" are the only ways I know of.

The Following User Says Thank You to Nick+Co For This Useful Post:

BeezerCeltic1967

05-01-20, 11:31 AM

#522

Nick+Co 
Programmer

Join Date: 18-07-15
Posts: 795

Could some bold folk try a patch for me?

Code:

```
0x138e7b 0x7c 0xeb
0x139404 0x75 0xeb
```

And then start a new game and let me know what you think of the goalkeepers and their stats. Especially with regards to Handling and Reflexes? (just a normal player search with the attributes view set to goalkeeping should give you a feel).


This patch turns off some goalkeeper specific stats twiddling that goes on which I think might be harming goalkeepers. In particular it almost forces reflexes to be weak if handling is high.

05-01-20, 11:54 AM

#523

BeezerCeltic1967 
Director

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

 Originally Posted by **Nick+Co** 

Beezer: I use the Save Scouter in my patcher. But either mine, GK's or "CM Scout Intrinsic" are the only ways I know of.

thank you

- - - Updated - - -

 Originally Posted by **Nick+Co** 

Could some bold folk try a patch for me?

Code:

```
0x138e7b 0x7c 0xeb
0x139404 0x75 0xeb
```

And then start a new game and let me know what you think of the goalkeepers and their stats. Especially with regards to Handling and Reflexes? (just a normal player search with the attributes view set to goalkeeping should give you a feel).

This patch turns off some goalkeeper specific stats twiddling that goes on which I think might be harming goalkeepers. In particular it almost forces reflexes to be weak if handling is high.

im heading out with the wee man just now but will happily do this for you this evening if you tel me how 🍷

07-01-20, 09:02 PM

#524

BeezerCeltic1967 
Director

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

How did you get on?
Did you think it made a big difference to the Gks?

- - - Updated - - -

where has all the replies etc went?

08-01-20, 11:10 AM

#525

Good morning all
I am new to the forum but I have been playing at cm 01 02 for a very long time. The discoveries made by some of you confirm me in the key attributes per player.
For me, we can see it this way:
- GB: det + hand
- DC: det + pla + tac
-MDC: same DC
-MC: det + pass + cre
-DDG: det + pla + cen
-BT: det + Off + Finishing

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Thread: Tsigalko / van Nistelrooy Thread

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08-01-20, 12:06 PM

#526

AtomicAnt
Backup Player

Join Date: 06-03-12
Posts: 705

I did some more testing with the "unlock your creativity"-patch, no vacationing this time. I had three very creative players (intrinsic values 40-60) and they kept passing the ball to each other, around 100 passes per game for all of them. As a result of this the striker only had a handful of passes per match, rarely got the ball at all. And the creative players seemed to tire quicker from being involved in the action all the match. Basically it changed the whole dynamics of how the matches are played, so be careful..

The Following User Says Thank You to AtomicAnt For This Useful Post:

ogogo44

08-01-20, 09:46 PM

#527

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by AtomicAnt

I did some more testing with the "unlock your creativity"-patch, no vacationing this time. I had three very creative players (intrinsic values 40-60) and they kept passing the ball to each other, around 100 passes per game for all of them. As a result of this the striker only had a handful of passes per match, rarely got the ball at all. And the creative players seemed to tire quicker from being involved in the action all the match. Basically it changed the whole dynamics of how the matches are played, so be careful..

yeah thanks for testing. Definitely, that makes sense, I suppose this adds more tactical possibilities to the game, and you will want to adjust your tactics accordingly. For example, with creative midfielders, now you should be able to decide if you want to keep the ball possession (as you described), or if you want to make creative passes to your striker. To keep the ball possession, I suppose you had 'try trough balls' instruction disabled? And to make key passes to your striker, I expect the 'try to balls' instruction will finally be useful, did you try that? Mentallity (defensive, normal, attacking) and passing type (direct, short, etc) should also affect it.

In the game stats screen, keep an eye in the ammount of passes and the ammount of key passes. Key passes are assists (which resulted in goals) AND passes that almost resulted in goals. So you can keep an eye on those stats to see if your creative midfielders are working as expected (either keeping the ball possession with few key passes, or feeding your striker with many key passes).

Also keep in mind the ammount of key passes may also have relation with other attributes besides creativity. Like, passing attribute, determination, teamwork, work-rate, etc, im just guessing, but that makes sense. Even aggression might help but im just guessing too (i found some evidence, but didn't confirm yet, that high aggression makes the players more offensively minded when possessing the ball, besides being used on tackling as we know). And for key passes to occur, its also important that your striker has high off the ball. And for the striker to transform key passes into goals, then make sure he has high pace, work rate, anticipation and acceleration. By the way, Im pretty sure one-on-ones is an important attribute for strikers (although I have never proved it), so you may want your striker to have

a good one-on-ones, to transform those key passes into goals.

But definitely, this adds a whole new dynamic to the game. Tactics that used to work fine may now be less effective, and vice versa. Even defensively, you may want to adjust your tactics: use high pressing instruction to try to steal the ball from those tick-tacka midfielders, or use man marking instruction on the opponent striker to protect yourself from now powerful try through balls from the opposing team. I expect marking, positioning, pace, anticipation, acceleration, to become more important now for DCs. And make sure to have a GK who is good on one-on-ones.

Last edited by MadScientist; 08-01-20 at 10:03 PM. **Reason:** added one more paragraph, now about defensive

10-01-20, 12:47 PM

#528

1369phil ◦
Hot Prospect for the Future

Join Date: 06-04-12
Posts: 110

Originally Posted by **AtomicAnt** ◻

I did some more testing with the "unlock your creativity"-patch, no vacationing this time. I had three very creative players (intrinsic values 40-60) and they kept passing the ball to each other, around 100 passes per game for all of them. As a result of this the striker only had a handful of passes per match, rarely got the ball at all. And the creative players seemed to tire quicker from being involved in the action all the match. Basically it changed the whole dynamics of how the matches are played, so be careful..

Scemoka talks about this on a few of his tactics and selects Direct passing when his players (generally defenders) are passing the ball to each other endlessly. He also suggests only one super creative player in the eleven.

The Following User Says Thank You to 1369phil For This Useful Post:

scemoka

10-01-20, 01:26 PM

#529

Alan ◦
Backup Player

Join Date: 20-09-12
Posts: 649

All very well, but that will not help with AI-controlled teams.

10-01-20, 04:47 PM

#530

scemoka ◦
Backup Player

Join Date: 08-03-12
Posts: 596

Originally Posted by **1369phil** ◻

Scemoka talks about this on a few of his tactics and selects Direct passing when his players (generally defenders) are passing the ball to each other endlessly. He also suggests only one super creative player in the eleven.

yes, yes! 😊 I always say that **sharpness** is very important. Only one super creative player is enough. Especially at **AMC or second striker role**. This is best, because AMC or second striker FC - are generally at opposite box, by this way more passes - more assists. If you don't have super creative AMC or FC, at anywhere in central midline (**MLC-MC-MRC**) one high creative player can be used with **direct passing** and **try through balls**. At DML-DMR- DC -DMC line i never use high creativity as main player. (If you have player whom you don't want to sell, wingback-winger-DMC...etc, use him as reserve substitution player occasionally -for holding game - for closing out game.)
Endless passing causes less goal attempts. Sometimes they are passing too much too,even though DC-DMC are not creative, opponent plays defensively-man behind ball.. at these situations i switch to direct passing. 25-35 passing / per one player for all team is effective. Around 25/35 for every player - you can reach 15-20 goal attempts.

Last edited by scemoka; 10-01-20 at 07:35 PM.

The Following 2 Users Say Thank You to scemoka For This Useful Post:

MadScientist, toscobank

10-01-20, 11:58 PM

#531

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Alan**

All very well, but that will not help with AI-controlled teams.

Maybe that will. The AI doesn't know about the creativity bug, so it is programmed to assume creativity is working fine.

For example, the AI likes to sign high intrinsic creativity regens, maybe expecting they will fill some tactical role, but those players don't work as the AI would expect due to the bug. Now those players work as expected by the AI.

Also, the AI is able to perform tactical changes and take tactical decisions based on match circumstances and other variables, like changing some instructions like mentality etc. So it is quite possible the AI is able to make some tactical changes based on creativity (who knows?), so this fix would actually be helping AI tactical decisions to work as expected.

11-01-20, 02:20 PM

#532

eddieC
Reserve Team Player

Join Date: 27-08-14
Posts: 308

Originally Posted by **MadScientist**

Below are just some tests I made when I was debugging the formula above:

As I said, the max `in_match_value` to occur naturally is around 45. **But with some hack in the game .exe** I gave a 120 `in_match_value` for dribbling during a match for the striker player below (much more than 45):

Can you give me this in a patch please, and for other attributes please? I'd like to test this out for myself, if you can spare the time? Thanks

11-01-20, 02:48 PM

#533

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **MadScientist**

Below are just some tests I made when I was debugging the formula above:

As I said, the max `in_match_value` to occur naturally is around 45. **But with some hack in the game .exe** I gave a 120 `in_match_value` for dribbling during a match for the striker player below (much more than 45):

Originally Posted by **eddieC**

Can you give me this in a patch please, and for other attributes please? I'd like to test this out for myself, if you can spare the time? Thanks

For the 120 `in_match_value` hack test, I didn't use any patches, I did it manually in Olly while debugging the .exe in real time. I added a conditional breakpoint in the `in_match_value` offset of the desired attributes, to be triggered only for the player I wanted, and whenever it was triggered, I overwrote manually his `in_match` value with 120 in memory. So, it was a time consuming process, and I don't know an easy way to do this via patch because there is few space in the .exe to put conditional checks, unless you want to give 120 to all players (then it would be an easy patch).

The Following User Says Thank You to MadScientist For This Useful Post:

eddieC

13-01-20, 09:53 AM

#534

Effiong unmarked!
VIP

Join Date: 22-08-18
Posts: 519

The free role should be far more profitable now, for AI and for the human player. Creativity is the main att for that I think.

14-01-20, 01:12 AM

#535

nimois
Youth Team Player

Join Date: 07-01-20
Posts: 3

Good evening, after two seasons and applying the creativity patch, I noticed a bug on a player. He had 26 in positioning with intrinsic scout cm and the season after 235. By cons 26 is moved on the passes ?????

14-01-20, 05:52 PM

#536

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **nimois**

Good evening, after two seasons and applying the creativity patch, I noticed a bug on a player. He had 26 in positioning with intrinsic scout cm and the season after 235. By cons 26 is moved on the passes ?????

hi, that has nothing to do with the creativity patch. The intrinsic scout tool changed the way the values are displayed in the last few days, and the tool updates automatically. If you didn't notice the update you may be confusing it with the old values.

14-01-20, 07:53 PM

#537

BeezerCeltic1967 ◊
Director

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

Originally Posted by **Nick+Co**

Could some bold folk try a patch for me?

Code:

```
0x138e7b 0x7c 0xeb  
0x139404 0x75 0xeb
```

And then start a new game and let me know what you think of the goalkeepers and their stats. Especially with regards to Handling and Reflexes? (just a normal player search with the attributes view set to goalkeeping should give you a feel).

This patch turns off some goalkeeper specific stats twiddling that goes on which I think might be harming goalkeepers. In particular it almost forces reflexes to be weak if handling is high.

Did you get chance to look at the save i uploaded?
I never noticed much difference in the performance of the goalkeepers tbh mate,Maybe needs tweaking?

cheers

14-01-20, 07:56 PM

#538

nimois ◊
Youth Team Player

Join Date: 07-01-20
Posts: 3

Thanks Madscientist. I understand now.

The Following User Says Thank You to nimois For This Useful Post:

[MadScientist](#)

20-01-20, 06:20 PM

#539

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

I found this now in the match engine code: **While a player is out of his preferred positions and/or preferred sides during a match, the intrinsic value of his tactical attributes (positioning, marking, anticipation, off the ball, creativity, and maybe decisions) get a penalty. And the higher his versatility value is, the less penalty.** Lets call it **Positional Penalty**.

Paragraph above is all you need to know about the Positional Penalty.

But if you want more in-deep details about how this Positional Penalty works, you can read the spoiler below (beware, long text):

Spoiler!

He is considered to be in his preferred position and side if he has 20 for the position and side he is playing in, and then he gets no positional penalty, and the versatility value is ignored by the match engine in this case.

If he has 19 for the position (or side) he is playing in, then it will be a low penalty, else if he has 1 for the position (or side) then will be bigger penalty. And proportionally in between. This penalty is then proportionally increased/decreased based on his versatility value.

Some position combinations seem to receive smaller penalties or no penalties at all, for example, it seems that a DC playing as a DMC gets a much smaller penalty or no penalty. Other example, it seems that an attack player playing in defensive position gets bigger penalty than a defense player in attacking position.

In the worst case, for example an AMR player who has 1 for Defense and 1 for Center and 1 for versatility, playing in a DC position: his positional penalty will be around -20 (negative twenty). This means his `in_match_value` for positioning, marking, anticipation, off the ball and creativity will be subtracted by around 20 (because the positional penalty is included in the `other_factors` variable which I shown in the formula in some previous post):

Originally Posted by **MadScientist**

Code:

```
in_match_value = intrinsic_value/5 + CA/20 + other_factors
```

So, the `other_factors` variable can be negative, resulting in a HUGE penalty for his `in_match_values` in that example.

Note: if his versatility was 20 instead of 1 in the example above, then his positional penalty would be just around -1 (instead of -20), so that would be a very small penalty. See the power of versatility? 😊

Now, why only positioning, marking, anticipation, off the ball and creativity (and decisions?) get a positional penalty, and other attributes don't? In my opinion, its because they can be considered the tactical attributes, so they work differently in each position. For example, an advanced midfielder is trained to do only an offensive type of marking that is different than the defensive type of marking, so when he plays as a defender, his marking gets a penalty. While passing, dribbling, finishing, etc are skill related attributes, not tactical, so they don't get a penalty if the player is in the wrong position.

One exception: a goalkeeper playing in an outfield position gets a much higher penalty and in much more attributes than just those tactical attributes and versatility doesn't help too much for him.

Another exception: Im not sure about an outfield player playing as goalkeeper, but it seems to affect handling in this case, and it seems versatility is useful in this case too.

And for those interested in the code technical details of the Positional Penalty, see the spoiler below (beware, programmer terms ahead):

Spoiler!

I didn't make any code anotations because ive been using the disassembled cm0102 file from info0 instead of the olly version. But this is the most important line in the disassembled file from info0:

Code:

```
*(_WORD *) (v2 + 55) = (signed __int64) ((1.079 - *(float *) (v2 + 237) * 0.0395) * (double) *(_WORD *) (v2 + 55));
```

`v2` is a huge data structure that contains some player data used by the match engine, like player `in_match_values` for each attribute, etc.

`v2 + 237` holds the versatility value (in 1 to 20 range) that was set by function 6EC010.

`v2 + 55` holds the negative (or 0) positional penalty value that was calculated in the lines above that one (ommitted in this post).

So, the line can be rewritten with more human friendly variable names:

Code:

```
positional_penalty = (1.079 - versatility * 0.0395) * positional_penalty;
```

So, when positional penalty is 0, versatility doesn't have any effect. And when positional penalty is negative, then a high versatility makes the positional penalty "less negative".

In the lines below that one (ommitted in this post), the `positional_penalty` is then applied to the `in_match_values` of positioning, marking, anticipation, off the ball and creativity (and decisions?).

I tested the positional penalty in Olly in real time in debug mode and it works basically as described above.

The Following 10 Users Say Thank You to MadScientist For This Useful Post:

1369phil, Andrea71, Coys, Effiong unmarked!, Gooda, minusmf, Paiva, probs, samsami, saturn

Great work, MadS!

I've always wondered how these things work.

Also, I'm wondering, when it comes to positional penalty, how do arrows come into play?

For example, if a player has, say 10 for MC, 20 for AMC, is he considered out of position if I'm playing him as a farrowed MC?

Or, if a player has 20 for DR, 10 for WBR (or DMR), is he considered out of position if I'm playing him as a farrowed DR?

What is the natural position for a player with WB=20?

Is there a difference between a player with WBR=20 DMR=1, and a player with WBR=1 DMR=20?

What about players with 20 for Free Role? Can I play them anywhere on the pitch, if I enable Free Role in Player Instructions?

Sooo many questions! 🤖

Last edited by Gooda; 22-01-20 at 12:56 PM.

The Following 2 Users Say Thank You to Gooda For This Useful Post:

1369phil, MadScientist

21-01-20, 11:16 AM

#541

Andrea71 ◯
Director

Join Date: 07-03-17
Posts: 828

Great sequence of findings and posts, MS. All of this is truly impressive 🤖

The Following User Says Thank You to Andrea71 For This Useful Post:

MadScientist

21-01-20, 10:31 PM

#542

MadScientist ◯
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by Gooda ▶

Great work, MadS!

I've always wondered how these things work.

Also, I'm wondering, when it comes to positional penalty, how do arrows come into play?

For example, if a player has, say 10 for MC, 20 for AMC, is he considered out of position if I'm playing him as a farrowed MC?

Or, if a player has 20 for DR, 10 for WBR (od DMR), is he considered out of position if I'm playing him as a farrowed DR?

What is the natural position for a player with WB=20?

Is there a difference between a player with WBR=20 DMR=1, and a player with WBR=1 DMR=20?

What about players with 20 for Free Role? Can I play them anywhere on the pitch, if I enable Free Role in Player Instructions?

Sooo many questions! 🤖

each discovery brings new questions. I don't know the answer to them but should be easy to find out if I debug test it on the positional penalty offset.

The Following User Says Thank You to MadScientist For This Useful Post:

Gooda

22-01-20, 01:14 PM

#543

Gooda ◦
Youth Team Player

Join Date: 03-09-16
Posts: 4

Oh, I do have more questions!

I'm curious if there's some sort of a penalty for tactical attributes when playing away from home, and conversely, a bonus when playing at home.

The idea is that Positioning and Off the Ball get reduced when playing away, and get a bonus when playing at home.

Also, I have a theory, and zero evidence, that the choice of mentality in Team Instructions manifests through penalties and bonuses to tactical attributes.

Something like, Attacking boosts Off the Ball, but reduces Positioning; and conversely, Defensive boosts Positioning, but reduces Off the Ball.

At least, that's how my gut feeling explains the huge difference in results and performances when playing with the same tactics home and away.

The Following 2 Users Say Thank You to Gooda For This Useful Post:

Effiong unmarked!, minusmf

25-01-20, 07:02 PM

#544

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Gooda** »

Also, I'm wondering, when it comes to positional penalty, how do arrows come into play?

I checked and found out that **the player gets an additional positional penalty if his arrow is pointing to a position or side where he isn't 20**. This penalty from arrow is 4x less strong than the penalty from circle. So if your player is getting a -20 positional penalty for being in the wrong position circle, and you add an arrow to him that points to another wrong position, he can get a -5 additional penalty resulting in -25 positional penalty total (its like he has to adapt tactically to 2 new positions during the match).

However, if your player circle is in his bad position, and the arrow is pointed to his preferred position, then he gets a less strong total penalty than if he didn't have any arrow.

So, if you like to use arrows, make sure the player is good on the position of both his circle and his arrow pointer, or make sure he has high versatility!!

Originally Posted by **Gooda** »

For example, if a player has, say 10 for MC, 20 for AMC, is he considered out of position if I'm playing him as a farrowed MC?

Yes, but for MC and AMC the logic is a bit different. For MC circle, if his MC value is much less than his AMC value, it uses his AMC value subtracted by 5 instead of his MC value. So it will use value 15 in your example for his MC circle instead of 10, but still out of position (not 20).

And his arrow to AMC wont remove the penalty but will reduce it.

Originally Posted by **Gooda** »

Or, if a player has 20 for DR, 10 for WBR (or DMR), is he considered out of position if I'm playing him as a farrowed DR?

Yes!! He gets a penalty in his tactical attributes if the arrow is pointing to the DMR position! So you may prefer to use forward runs and/or run with ball instruction instead of arrow, or make sure he has 20 for the position where his arrow is pointing, or make sure he has high versatility!!!

Originally Posted by **Gooda** »

What is the natural position for a player with WB=20?

Its the wide DM circles (DMR DML). Thats the only position where he wont get positional penalty (if he is just WB=20 and nothing else 20).

Originally Posted by **Gooda**

Is there a difference between a player with WBR=20 DMR=1, and a player with WBR=1 DMR=20?

Yes! The code shows the DMR 20 player is supposed to have an arrow pointing from the DMR circle to the center (even if his center value is low)!!!! If he doesn't have an arrow pointing to the center, he will get a huge penalty!!!! Use the WBR 20 player if you don't want arrow to center.

However, the DMR 20 player is very useful if his DR is also 20, because then you can put him in the DR position with an arrow to DMR without getting any penalty (as the arrow pointer to DMR uses the DMR value and not the WBR).

Originally Posted by **Gooda**

What about players with 20 for Free Role? Can I play them anywhere on the pitch, if I enable Free Role in Player Instructions?

No, but I see in the code there's two situations where free role can reduce the positional penalty, I just can't understand when and wasn't able to trigger it.

Originally Posted by **Gooda**

Sooo many questions! 🤖

Good questions. All items above were confirmed by me in the code. I pretty much rewritten the whole positional penalty code in human readable code and everything is clear. In a couple weeks will post it, just checking some small details.

Last edited by MadScientist; 21-02-20 at 10:11 PM.

The Following 11 Users Say Thank You to MadScientist For This Useful Post:

+ Show/Hide list of the thanked

25-01-20, 07:49 PM

#545

vfilatov
Youth Team Player

Join Date: 23-06-14
Posts: 48

MadScientist,
Your research is great, but are you not afraid to completely kill the interest in the game?

26-01-20, 01:33 AM

#546

Gooda
Youth Team Player

Join Date: 03-09-16
Posts: 4

Thank you for answering my questions, MadScientist! Fantastic work! 🤖

I was expecting some simple logic behind this, to confirm my hunches, but some of these findings are just weird! 🤖

I don't think that knowing this spoils the game. We're not exactly spoon-fed with underlying attribute values in-game, and there's no easy way of deducing them.

For example, coach reports don't say anything about Versatility attribute, they say a player is versatile if he's got 15+ in multiple positions, even if Versatility is low.

We're still supposed to go by feel, to find out what works, which is fine.

But some things in the game are not very intuitive or helpful, and knowing underlying logic helps. I like the idea of being able to make more informed decisions, and not stick to some false presumptions.

And I suppose, the update team will find these findings interesting, so they can model players more accurately.

Looking forward to see what else you're going to find out! Keep up the good work! 🤖

26-01-20, 09:36 AM

#547

samsami
VIP

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

Originally Posted by [vfilatov](#)

MadScientist,

Your research is great, but are you not afraid to completely kill the interest in the game?

Don't worry. All he is saying is that players should play in their favourite position. And that there is a penalty for using them in another position. And we've always assumed that 😊

It's nice to know the game is realistic in that sense.

Samsami Sungo's Career

Feyenoord after Koeman... The Golden Years Return for Spurs... His Last Bow & Oh when the Saints... The Comeback of Samsami & The Return of the King...The Return of the Prodigal Sons

30-01-20, 03:16 PM

#548

Mercurio
Decent Young Player

Join Date: 04-01-13
Posts: 53

Originally Posted by **MadScientist**

(as the arrow pointer to DMR uses the DMR value and not the WBR)

Wow, so the DR/DL with arrow to DMR/DML position don't use WBR/WBL values. Could it be corrected? (I see more realistic to use the WBR/WBL value instead of DMR/DML -or at least use the DMR/DML in all instances for wingback position without any arrow to the center since you can train that position in the game, so it's more practical that WBR/WBL-)

02-02-20, 04:35 PM

#549

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Mercurio**

Wow, so the DR/DL with arrow to DMR/DML position don't use WBR/WBL values. Could it be corrected? (I see more realistic to use the WBR/WBL value instead of DMR/DML -or at least use the DMR/DML in all instances for wingback position without any arrow to the center since you can train that position in the game, so it's more practical that WBR/WBL-)

Yes that can be changed any way we wish, but the way its coded it doesnt look like a bug, looks like something intentional, although i agree its really confusing.

The Following User Says Thank You to MadScientist For This Useful Post:

Mercurio

10-02-20, 10:43 AM

#550

BeezerCeltic1967
Director

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

Creativity is fine for AI controlled teams, ive run test after test and they look fine, lots have multiple players with high creativity. Is there anything that can be done for the Human controlled teams to stop defenders just passing to each other?

The Following User Says Thank You to BeezerCeltic1967 For This Useful Post:

MadScientist

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Thread: Tsigalko / van Nistelrooy Thread

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11-02-20, 12:29 AM

#551

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **BeezerCeltic1967**

Creativity is fine for AI controlled teams, ive run test after test and they look fine, lots have multiple players with high creativity. Is there anything that can be done for the Human controlled teams to stop defenders just passing to each other?

Thats good, thanks for testing.

For human controlled, simply adjust your tactics as suggested in some posts above, and it should work fine too, just like the ai is capable of adjusting it.

The Following User Says Thank You to MadScientist For This Useful Post:

BeezerCeltic1967

20-02-20, 11:48 AM

#552

Ruben_
Hot Prospect for the Future

Join Date: 09-03-12
Posts: 103

Gotta say your weight set for CM Scout Intrinsic really finds some monsters. Especially defenders (low CA, but high POS) and attackers (low CA but high intrinsic OTB/FIN) perform really well in game. Midfielders (DM/CM). AMC (r/l) are hardest to find decent ones in though. Total hit or miss there, even when they are 'intrinsically' good.

What makes a good AMC? And what makes a good winger?

The Following User Says Thank You to Ruben_ For This Useful Post:

MadScientist

21-02-20, 10:13 PM

#553

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **MadScientist**

I pretty much rewritten the whole positional penalty code in human readable code and everything is clear. In a couple weeks will post it, just checking some small details.

I decided to don't post the human readable code of the positional penalty as there is nothing special, it simply works exactly as I described in the posts above (if you have tech questions about the code offsets let me know). Just follow common sense when placing your players and their arrows on your tactic, based on their preferred positions and versatility, and you are good.

However, there is only one thing that doesn't make much sense on it:

If a player is placed in the AMC circle, his positional penalty is calculated based on his AttackingMidfielder value multiplied by his Attacker value, instead of being based only on his AttackingMidfielder value. This means he needs to be good in both AttackingMidfielder AND Attacker.

Simply multiply his AttackingMidfielder by his Attacker: the lower the result, the stronger the penalty. If both are 20, then no penalty.

However, if that player in the AMC circle receives the FreeRole instruction, then instead of multiplying by the Attacker value, it will multiply by the FreeRole value. The AMC is the only circle which I found the FreeRole value can reduce positional penalty.

All the above is also affected by his versatility value. So if you have a AM=20 A=1 player, with versatility=1, he will get a -10 positional penalty when placed in the AMC position, but if he has versatility=20, he will get just -0.5 positional penalty. **So, versatility is a VERY important attribute for AMC players that don't have high attacker value nor high free role value.**

If you have an AM=20 A=1 versatility=1 player, his best position is the MC circle with an arrow pointing to the AMC position (because the MC circle gives very low penalty for AMCs, and the arrow pointing to the AMC position will reduce his penalty even more, because the arrow to the AMC position doesn't care about free role and about attacker values).

Last edited by MadScientist; 21-02-20 at 10:24 PM.

The Following 15 Users Say Thank You to MadScientist For This Useful Post:

+ Show/Hide list of the thanked

21-02-20, 10:27 PM

#554

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

So it wasn't a "hunch" I've always had, I have always bought AM/FC over AMC (some FC's work too) for that specific position.

There was a Bulgarian player on ODB with high Teamwork and Work Rate that excelled there over players that on paper were miles better . . . But just AMC

[Champman0102.co.uk Facebook Page](#)
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November 2020 Data Update Out Now

The Following User Says Thank You to Dermotron For This Useful Post:

[MadScientist](#)

22-02-20, 02:03 PM

#555

GFRay ◊
VIP

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

Originally Posted by **Dermotron** ◊

So it wasn't a "hunch" I've always had, I have always bought AM/FC over AMC (some FC's work too) for that specific position.

There was a Bulgarian player on ODB with high Teamwork and Work Rate that excelled there over players that on paper were miles better . . . But just AMC

Ivan Rousef.

Always retrained him to DMC given his defensive stats.

Verstuurd vanaf mijn SM-G965F met Tapatalk

The Following 2 Users Say Thank You to GFRay For This Useful Post:

[Dermotron](#), [MadScientist](#)

23-02-20, 02:16 AM

#556

rodrigoxm49 ◊
Youth Team Player

Join Date: 30-07-15
Posts: 11

Originally Posted by **MadScientist**

Below are just some tests I made when I was debugging the formula above:

As I said, the max in_match_value to occur naturally is around 45. But with some hack in the game .exe I gave a 120 in_match_value for dribbling during a match for the striker player below (much more than 45):

We can see above he made 33 sucessful dribbles.

Now I did the same, but for off the ball too (120 in_match_value dribbling AND 120 in_match_value off the ball) and replayed the same match:

Above, he made 11 headers and 12 shoots, because he is a master in off the ball (so he is always in a good position to receive the ball and has many opportunities to head and shoot to goal).

Now, for reference, this is how the player plays the same match without any hacks (with his normal values for in_match_values):

Absolutely amazing discovey!

But I have a offtopic question: how you can finish the game with so few offsides? Some games I have 9 offsides from just one player. And rarely I have less than 5 in the same match.

What do you think that I should done to fix this?

Originally Posted by **Dermotron**

So it wasnt a "hunch" I've always had, I have always bought AM/FC over AMC (some FC's work too) for that specific position.

There was a Bulgarian player on ODB with high Teamwork and Work Rate that excelled there over players that on paper were miles better . . . But just AMC

Same here and never had understand why AM C players are so bad playing on AM C position. F C or AM C/ F C always have much better ratings, assists and goals. Fekir is a awesome AM C on last data update for example.

Last edited by rodrigoxm49; 23-02-20 at 04:39 AM.

The Following User Says Thank You to rodrigoxm49 For This Useful Post:

[MadScientist](#)

23-02-20, 08:21 AM

#557

1369phil ◊
Hot Prospect for the Future

Join Date: 06-04-12
Posts: 110

I can't get enough of this information - it's so helpful and makes me say "oh, that's why"

Well done MadScientist - keep it up

The Following User Says Thank You to 1369phil For This Useful Post:

[MadScientist](#)

23-02-20, 02:54 PM

#558

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **rodrigoxm49**

how you can finish the game with so few offsides? Some games I have 9 offsides from just one player. And rarely I have less than 5 in the same match.

i dont know, that game was played by AI

The Following User Says Thank You to MadScientist For This Useful Post:

rodrigoxm49

15-03-20, 09:51 PM

#559

faz44 ◦
Backup Player

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

MadScientist - Keep forgetting to post this question.

Aelon recently released an AI NWW tactics release which are tougher than the standard tactics, especially because they don't have wingback tactics. On your searching through the positional attributes/penalties, what makes a good wingback and what position should play in the WB/DM R/L positions because it seems the programmers themselves were incredibly confused about this, given WB doesn't even display in-game.

17-03-20, 08:58 PM

#560

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **faz44**

On your searching through the positional attributes/penalties, what makes a good wingback and what position should play in the WB/DM R/L positions

A player with WB=20 should play in the DM R/L position.

More info in the middle of this post:

<https://champan0102.co.uk/showthrea...680#post468680>

25-03-20, 11:06 PM

#561

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

The AM/FC (or FC) find is amazing. After only 25 games or so I've found a couple of players so far that fit the criteria and are excelling there. It's brought the goal rate of the lone striker down to a sensible rate too

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The Following 2 Users Say Thank You to Dermotron For This Useful Post:

BeezerCeltic1967, MadScientist

Coys ◦
First Team Player

Join Date: 03-03-12
Posts: 3,312

Originally Posted by **Dermotron** ◻

The AM/FC (or FC) find is amazing. After only 25 games or so I've found a couple of players so far that fit the criteria and are excelling there. It's brought the goal rate of the lone striker down to a sensible rate too

Just out of curiosity Dermo, do you play with the creativity fix?

Dermotron ◦
Sir Mergements
Director
Manager
VIP
Captain

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

Is it incorporated into saturn patch? If not then no

Champman0102.co.uk Facebook Page
13000 followers and rising

November 2020 Data Update Out Now

emanon ◦
Youth Team Player

Join Date: 17-01-18
Posts: 8

Originally Posted by **MadScientist** ◻

Well, first, I noticed the following attributes receive an additional boost from CA besides the boost from formula above: heading, finishing, marking, positioning, crossing, passing and creativity. I won't get into detail, but its worth mention this additional CA boost can set the in_match_values of those attributes to a max of around 75.

Can you get into detail, please 😊

Like you said, each discovery brings new questions. Thanks for all your work in discovering the engine of the game.

~

Just today, I was thinking of buying Nainngolan into my second season in a game, and despite him having great intrinsic/in-match attributes relevant to a midfielder, I saw that he performed only at an average rating of 6.60 in over 30 games in Serie A. It was really conflicting, and I had real trouble deciding, until I went to the previous season match-logs and saw that his manager always put him at AMC. Well, it turns out Nainngolan is 20 for AMC but 0 for SC, and now it made perfect sense that he underperformed so much.

The Following User Says Thank You to emanon For This Useful Post:

[MadScientist](#)

SameVersion ◦
Youth Team Player

Join Date: 29-03-20
Posts: 8

Can I ask what Formation are you using Dermotron?

henry2705 ◦
Hot Prospect for the Future

Join Date: 19-11-19
Posts: 171

Originally Posted by **Dermotron** ◻

So it wasn't a "hunch" I've always had, I have always bought AM/FC over AMC (some FC's work too) for that specific position.

There was a Bulgarian player on ODB with high Teamwork and Work Rate that excelled there over players that on paper were miles better . . .
But just AMC

I had Shota Arveladze (FC) for a season and looked like he was a striker on account of his goals record for Rangers but he rarely performed in that position. Moved him to AMC halfway through the season and he started playing absolute blunders.

25-04-20, 06:57 PM

#567

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **emanon**

Can you get into detail, please 😊

I didn't get into detail about that to avoid confusion, because it's more like an edge case (and there are a lot of other details I omitted too for the same reason). What's really relevant is the formula which I already posted.

Anyway, as you ask, the edge case is, basically, for those specific attributes, if the CA is higher than 140 and the in_match value higher than 16 (or 17, 18, depending on the attribute), then the in_match value will get a boost that's equal to:

Code:

```
in_match_value = ((in_match_value - 16) ^ 1.2) + 16;  
// ^ 1.2 means power of 1.2.
```

I hope that doesn't cause confusion as that's not very relevant, in the end what really matters is the formula I already posted in previous posts.

The Following User Says Thank You to MadScientist For This Useful Post:

emanon

27-04-20, 10:35 AM

#568

Fitton ◦
Decent Young Player

Join Date: 15-08-14
Location: Nagano, Japan
Posts: 93

Originally Posted by **MadScientist**

Yes 🇧🇷, or apply the patch fix with the link below:

I created a patch for this fix:

[UnlockYourCreativity.patch](#)

Right click the link above, select "Save link as", then save it somewhere in your computer.

Then open Nick's tool, click Browse and choose your cm0102.exe (.68, tapani or saturn), then click Tools, Apply patchfile, select the .patch file you saved above. You will see something like "patch applied successfully". Then just close the tool. Don't click Apply. That's all.

Does anyone still have this? The link stopped working.

27-04-20, 10:52 AM

#569

riise ◦
0102Bet Mod

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

Originally Posted by **Fitton**

Does anyone still have this? The link stopped working.

Just replied in ChatBox as well, but in case you miss that: it's included in Nick+Co's patcher.

The Following User Says Thank You to riise For This Useful Post:

Fitton

26-05-20, 05:08 AM

#570

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **MadScientist** »

A player with WB=20 should play in the DM R/L position.

More info in the middle of this post:

<https://champman0102.co.uk/showthread.php?p=680#post468680>

MadScientist, I've just read through some of these threads for the first time in a long time. All I can say is well done! Some amazing stuff that I often wondered about but figured would never find an answer to

I just have one question re wingbacks. You suggest that their best position is either DM R/L, but what if they start in this position but have an arrow pointing up to M R/L? Would they need to have a value of 20 for playing in the midfield or 20 for versatility to be successful? Or would it make no difference?

Sorry if you've already covered that, if you have it went straight over my head as I re-read these passed pages several times!

26-05-20, 06:36 AM

#571

SteveV ◦
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Originally Posted by **Whyme** »

MadScientist, I've just read through some of these threads for the first time in a long time. All I can say is well done! Some amazing stuff that I often wondered about but figured would never find an answer to

I just have one question re wingbacks. You suggest that their best position is either DM R/L, but what if they start in this position but have an arrow pointing up to M R/L? Would they need to have a value of 20 for playing in the midfield or 20 for versatility to be successful? Or would it make no difference?

Sorry if you've already covered that, if you have it went straight over my head as I re-read these passed pages several times!

This is just a personal observation as I use a 3-5-2 formation with Wingbacks in my current save - If you have any other type of player than a DM/R/L at the wingback position (a DR or MR for example) they perform much worse, even if their attributes suggest they should be suited by the position. You can easily tell anyway by using the player comparison function, most full backs and regular midfielders don't even have a rating for Wingback there.

26-05-20, 07:24 AM

#572

Whyme ◦
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **SteveV** »

This is just a personal observation as I use a 3-5-2 formation with Wingbacks in my current save - If you have any other type of player than a DM/R/L at the wingback position (a DR or MR for example) they perform much worse, even if their attributes suggest they should be suited by the position. You can easily tell anyway by using the player comparison function, most full backs and regular midfielders don't even have a rating for Wingback there.

Yeah I know what you're saying, but I assume you mean only if they don't have a value for 20 as a WB? Ashley Cole, for example, is only DL but he has WB rating of 20 and he can get amazing average rating playing in DML position

Anyway I should have been clearer exactly what I was asking...

Assuming a player has 20 for WB and 20 for DM R/L... would it make any difference to have the arrow pointing up to the ML or MR position? And if so, does he need to have MR or ML or versatility of 20 to be effective?

I could probably test it myself but I don't wanna spend hours doing that if someone already knows the answer

26-05-20, 07:31 AM

#573

Whyme ◦

I also remember someone mentioning on one of these threads many years ago that in their game Paul Gascoigne's regen had an insane creativity intrinsic value. So insane that it went past the best possible intrinsic value (125) and subsequently went to the lowest possible intrinsic value of 126 which meant he became completely useless!

On another note, I've had a lot of success in playing sweepers in the DM position. No idea why that would be but it's great as I never play a formation with a sweeper so players such as Mexes aren't wasted if they can play DM

26-05-20, 10:09 AM

#574

leo37
Reserve Team PlayerJoin Date: 19-05-19
Posts: 483Originally Posted by **Whyne**

I also remember someone mentioning on one of these threads many years ago that in their game Paul Gascoigne's regen had an insane creativity intrinsic value. So insane that it went past the best possible intrinsic value (125) and subsequently went to the lowest possible intrinsic value of 126 which meant he became completely useless!

On another note, I've had a lot of success in playing sweepers in the DM position. No idea why that would be but it's great as I never play a formation with a sweeper so players such as Mexes aren't wasted if they can play DM

could this work in theory with a sweeper arrow up to DMC cos of the creativity bug? if you have a good ball playing sweeper with good passing creativity or reflexes etc

Last edited by leo37; 26-05-20 at 10:25 AM.

26-05-20, 12:11 PM

#575

SteveV
Hot Prospect for the FutureJoin Date: 07-09-15
Posts: 229Originally Posted by **Whyne**

Yeah I know what you're saying, but I assume you mean only if they don't have a value for 20 as a WB? Ashley Cole, for example, is only DL but he has WB rating of 20 and he can get amazing average rating playing in DML position

Anyway I should have been clearer exactly what I was asking...

Assuming a player has 20 for WB and 20 for DM R/L... would it make any difference to have the arrow pointing up to the ML or MR position? And if so, does he need to have MR or ML or versatility of 20 to be effective?

I could probably test it myself but I don't wanna spend hours doing that if someone already knows the answer

I only use tactics where the wingbacks have the arrow to the higher positions, if you don't they are just out of position full backs.

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Thread: Tsigalko / van Nistelrooy Thread

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26-05-20, 10:59 PM

#576

Whyme
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **SteveV**

I only use tactics where the wingbacks have the arrow to the higher positions, if you don't they are just out of position full backs.

So do you have the arrows going up to AM pos or just to the M pos? I notice the AI sometimes have them going all the way up next to the strikers. Maybe it doesn't even matter 🤔

27-05-20, 12:17 PM

#577

SteveV
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Originally Posted by **Whyme**

So do you have the arrows going up to AM pos or just to the M pos? I notice the AI sometimes have them going all the way up next to the strikers. Maybe it doesn't even matter 🤔

I don't think it matters except for tiring the players out faster. I have the arrows up to M/L and M/R and if you put Jamie Victory (as an example from the ODB) in the left wingback position he still gets tons of assists.

The Following User Says Thank You to SteveV For This Useful Post:

Whyme

28-05-20, 02:29 PM

#578

ngocuong
Youth Team Player

Join Date: 11-05-12
Posts: 8

So creating a GK beast still a mystery?

29-05-20, 07:14 AM

#579

Originally Posted by **ngocuong** »
So creating a GK beast still a mystery?

If you had a keeper with 20 Handling, 20 Bravery, 20 Jumping and 20's for Consistency and One to Ones as hidden attributes they would be one of the best in the world

The Following User Says Thank You to SteveV For This Useful Post:

ngocuong

29-05-20, 08:54 AM

#580

itisme o
Youth Team Player

Join Date: 19-05-20
Posts: 14

Originally Posted by **SteveV** »
If you had a keeper with 20 Handling, 20 Bravery, 20 Jumping and 20's for Consistency and One to Ones as hidden attributes they would be one of the best in the world

Is positioning not a relevant attribute for a GK?

30-05-20, 08:37 PM

#581

SteveV o
Hot Prospect for the Future

Join Date: 07-09-15
Posts: 229

Originally Posted by **itisme** »
Is positioning not a relevant attribute for a GK?

Probably, but to make a freak player you want high attributes in the least amount of relevant areas possible and very low attributes for everything that doesn't matter. Those players we have all bought because they have 14's and 15's across the board aren't actually great at anything so they put up very average ratings. So Positioning is a huge deal for defenders but I don't think an absolutely essential one for Goalkeepers strangely. Could be wrong though, I used to think Reflexes must be an important factor but some of the top keepers in the game don't have big numbers for that.

03-06-20, 07:13 PM

#582

ulgñ o
Youth Team Player

Join Date: 17-05-20
Posts: 4

https://images2.imgbox.com/25/c3/Px7dz4ci_o.png

https://images2.imgbox.com/1a/a5/6iGWh6jy_o.png

how to make insane dribbling and insane off the ball player by editing exe? which program should i use ? which codes should I replace with which values?

12-06-20, 10:04 PM

#583

MadScientist o
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **Whyme** »
I just have one question re wingbacks. You suggest that their best position is either DM R/L

Yes, because thats the only position where they wont get a penalty from the circle.

Originally Posted by **Whyme** »

but what if they start in this position but have an arrow pointing up to M R/L? Would they need to have a value of 20 for playing in the midfield or 20 for versatility to be successful?

Yes! They need to have a good value for the position where the arrow is pointing to (or good versatility), otherwise they get a penalty from the arrow (which is a small penalty compared to the circle).

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

Mercurio, Whyme

12-06-20, 10:24 PM

#584

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **ulgñ**

https://images2.imgbox.com/25/c3/Px7dz4ci_o.png

https://images2.imgbox.com/1a/a5/6iGWh6jy_o.png

how to make insane dribbling and insane off the ball player by editing exe? which program should i use ? which codes should I replace with which values?

I didnt change any code, I didnt edit the exe, I only changed the memory in real time manually for the player I wanted.

I did it while debugging in real time in Olly, I manually changed the value of the in_match_value_dribbling variable in memory (which is the ESI+95 address in function 6EC010) when I detected (via breakpoints on the player name string) that my desired player was being processed by the match engine. So I put the value that I wanted in this ESI+95 variable instead of his real in_match_value_dribbling value.

I dont know a easy way to edit the exe for automating this process, thats why I did manually in memory without editing.

Last edited by MadScientist; 12-06-20 at 10:29 PM.

12-06-20, 10:34 PM

#585

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **ngocuong**

So creating a GK beast still a mystery?

yes still a mistery, even if you give them great instrinsics for all GK positions and for mental atts too in GK savegame editor, he still fails badly, look this experiment from dermat:

Originally Posted by **Dermotron**

If this guy doesn't work I give up. Look at his scout rating 😊

Goalkeeper 1 (Ajax)
Born 30/07/1975 (Age 25). Irish.

Rating	Name	Nation	Club	Position		
98.30	GK	1	Goalkeeper	IRL	Ajax	GK

Profile	Contract	Ratings
Acceleration 15	Flair 5	Set Pieces 1
Aggression 1	Handling 90	Stamina 20
Agility 20	Heading 150	Strength 20
Anticipation 90	Influence 15	Tackling 150
Balance 15	Jumping 20	Teamwork 13
Bravery 20	Long Shots 150	Technique 4
Creativity 150	Marking 150	Work Rate 20
Crossing 150	Off The Ball 150	
Decisions 90	Pace 15	Right Side 1
Determination 20	Passing 90	Left Side 1
Dribbling 150	Positioning 90	Centre Side 1
Finishing 150	Reflexes 120	
Adaptability 20	Professionalism 20	Right Foot 20
Ambition 20	Sportsmanship 20	Left Foot 1
Consistency 20	Temperament 20	
Corners 5	Throw Ins 150	Goalkeeper 20
Dirtiness 1	Versatility 1	Sweeper 1
Important Matches 20		Defender 1
Injury Proneness 1	Current Ability 160	Defensive Midfielder 1
Loyalty 20	Potential Ability 160	Midfielder 1
Natural Fitness 16		Attacking Midfielder 1
One On Ones 90	Current Reputation 7500	Attacker 1
Penalties 150	Home Reputation 9000	Wing Back 1
Pressure 20	World Reputation 7500	Free Role 1

Originally Posted by **Dermotron**

On those figures above - the highlighted attributes are better between 0-128 and worse between 129-255

And, nope. The player is a total freak but no.

I. Goalkeeper I (Ajax)

Born 30.7.75 (Age 26). Irish (5 caps).

Profile	Injuries & Bans	Contract	Transfer	History
Availability	Unknown			
Value	£2,700,000			
Fluent Languages	Dutch and English			
Offers	None			
Interested	None			
Future	Believes the club needs more squad depth Willing to stay at the club			

	Apps	Con	Asts	MoM	Pass	Tck	Drb	Sh Tar	Av R
Non Competitive	-	-	-	-	-	-	-	-	----
League	32	27	0	0	49%	0.5	0.0	-	7.00
Cup	1	2	0	0	62%	0.0	0.0	-	6.00
Continental	16	20	0	1	49%	0.5	0.0	-	6.81
International	5	3	0	1	39%	0.6	0.0	-	7.20
Senior Club	49	49	0	1	49%	0.5	0.0	-	6.92

Goalkeeper

Back Next

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

ngocuong, Whyme

Originally Posted by **Whyme**

I also remember someone mentioning on one of these threads many years ago that in their game Paul Gascoigne's regen had an insane creativity intrinsic value. So insane that it went past the best possible intrinsic value (125) and subsequently went to the lowest possible intrinsic value of 126 which meant he became completely useless!

I think the maximum possible value to occur naturally is 125 and it won't ever flip to the lowest possible value naturally, as far as I've tested (but I might be wrong). The game seems to cap it at 125. What happens, is that I think people edit it with GK savegame editor and give 126, 127 (which are higher and better than 125), but as the game is not ready for values higher than 125 it is not able to cap it anymore, so it eventually increases it to 128 which causes it to flip (as 128 is lower and worse than 127 because it's seen as a -128 by the game)

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

jonnyforber, Whyme

13-06-20, 10:04 AM

#587

ulgn
Youth Team Player

Join Date: 17-05-20
Posts: 4

@MadScientist
When using olyy to edit dribbling and off the ball could you record video or take screenshots step by step?

15-06-20, 10:12 AM

#588

remcodej86
Youth Team Player

Join Date: 10-07-19
Location: Holland
Posts: 18

Originally Posted by **MadScientist**

yes still a mystery, even if you give them great intrinsics for all GK positions and for mental attrs too in GK savegame editor, he still fails badly, look this experiment from dermot:

Can you tell me which program this is?

15-06-20, 11:33 PM

#589

MadScientist
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **remcodej86**

Can you tell me which program this is?

greamy kelly savegame editor 4.0: <https://champan0102.co.uk/downloads.php?do=file&id=16>

23-06-20, 02:58 AM

#590

Whyme
Hot Prospect for the Future

Join Date: 16-06-14
Posts: 158

Originally Posted by **MadScientist**

yes still a mystery, even if you give them great intrinsics for all GK positions and for mental attrs too in GK savegame editor, he still fails badly, look this experiment from dermot:

It's strange indeed. And it's just as strange that a really really awful GK can perform quite well. I think it must be hard coded into the game somehow, either directly or indirectly, that GK's can't be overpowered or underpowered. I guess it was assumed that the game could be ruined otherwise

MaxiShagilko ◦
Hot Prospect for the Future

Join Date: 13-01-20
Posts: 156

Originally Posted by **Whyme** ◻

It's strange indeed. And it's just as strange that a really really awful gk can perform quite well. I think it must be hard coded into the game somehow, either directly or indirectly, that gk's can't be overpowered or underpowered. I guess it was assumed that the game could be ruined otherwise

There might well soon be a fix for that!!

<https://champan0102.co.uk/showthrea...347#post485347>

The Following User Says Thank You to MaxiShagilko For This Useful Post:

Whyme

ulgn ◦
Youth Team Player

Join Date: 17-05-20
Posts: 4

@MadScientist
Could you help me?

sparky606 ◦
Youth Team Player

Join Date: 06-04-20
Posts: 1

I wonder if there is a positional penalty for playing a right-footed player in a centre-left position? I have often found, for example, that the left-sided DC position tends to score lower ratings when players with a low left-foot rating are played there. Has anyone else found this?
Should you place a left-footed player on the left side of a midfield 3 for example? Or am I reading too much into it?

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **sparky606** ◻

I wonder if there is a positional penalty for playing a right-footed player in a centre-left position?

No, there aren't references to left/right **foot** values in the positional penalty code, only to the right/left/centre **position** values.

Originally Posted by **sparky606** ◻

I have often found, for example, that the left-sided DC position tends to score lower ratings when players with a low left-foot rating are played there. Has anyone else found this? Should you place a left-footed player on the left side of a midfield 3 for example? Or am I reading too much into it?

You are probably correct, but it isn't due to the positional penalty code. We [found](#) there is a function that calculates a shot_score value (and possibly a pass_score value) when the players perform a pass or shot, and one of the factors of this score is the player foot and some angle calculations. It seems to calculate the player angle vs the angle where he wants to shot/pass, and based on that it seem to decide which foot value is going be used (left or right).

So yes, if your players have a good foot value on the most likely foot they will use based on their place on the field then they may perform better because their shots and passes will be more precise when using a good foot;

Last edited by MadScientist; 16-08-20 at 09:30 PM.

The Following 2 Users Say Thank You to MadScientist For This Useful Post:

Andrea71, Dermotron

Zax ◦
Youth Team Player

Join Date: 13-07-20
Posts: 2

I've just tried to read through this thread, and err. I have a headache.

I've looked for this, so please don't think I'm being lazy -

Is there a list of attributes for each position that I can plug into the player search to have the best chance of finding monsters players like the old Tsigalko?

I don't want to use an editor, takes the fun out of it.

Ta.

dilson84 ◦
Hot Prospect for the Future

Join Date: 08-03-12
Location: Angola
Posts: 108

like this?
<https://champman0102.co.uk/showthread.php?t=1407>

MadScientist ◦
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **MadScientist** ◻

This discovery brings me to a next question which im also curious to find out: now that we know what values the match engine really uses for the attributes, how can we compare it with the attribute values that we see in the player profile screen in the game (the values in the 1 to 20 range)?

I found the answer, and its quite interesting.

As we know from this post <https://champman0102.co.uk/showthrea...663#post463663>, the attribute values used by the match engine are:

Code:

```
in_match_value = intrinsic_value/5 + CA/20 + other_factors
```

And as we know from this post <https://champman0102.co.uk/showthrea...018#post433018>, the cosmetic attribute values displayed in the player profile screen in the game are:

Code:

```
x = ((intrinsic_value + intrinsic_value + CA) / 20) + 10
in_screen_cosmetic_value = (((x * x) / 10) + x) / 3
//Note: results above 20 are clamped to 20 when displayed to the user
```

So, how both formulas relate?

To be able to compare both formulas, **I found we can simplify the cosmetic attribute formula above to this very close approximation:**

Code:

```
in_screen_cosmetic_value = intrinsic_value/5 + CA/20 + CA/20
```

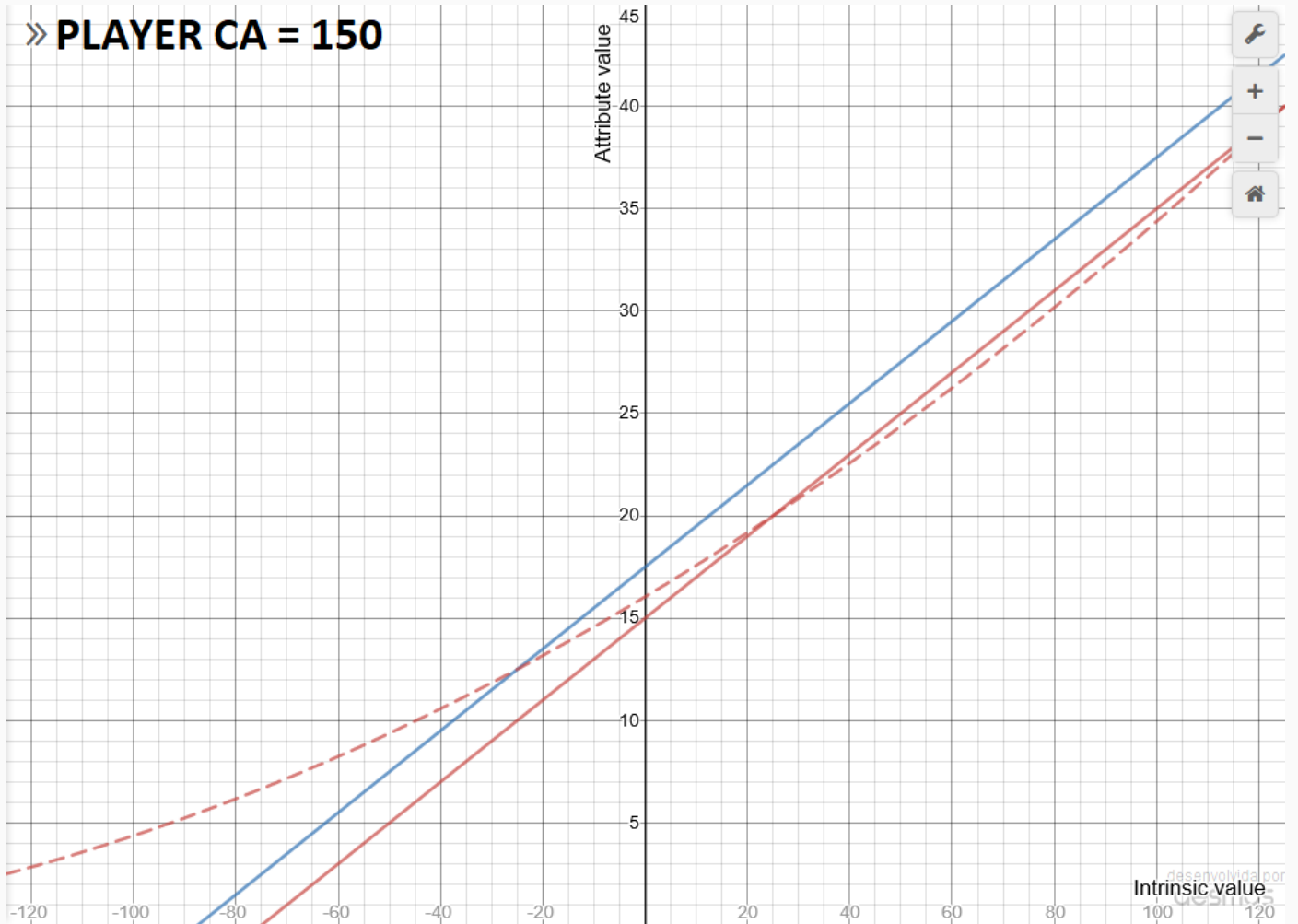
We can see its identical to the match engine formula, except that the other_factors is replaced with CA/20.

This means the game is actually displaying a very good approximation of the values used by the match engine, except for 3 things:

1. The cosmetic values are more CA biased than the values used by the match engine because the cosmetic formula "simulates" the other_factors using the CA, while in the match engine the other_factors isn't directly related to CA * (this is how the game can make a low CA player to appear worse in the paper than he really is in a match).
2. The cosmetic values are capped at 20 when being displayed, while in the match engine they go up to 45 (this is how the game prevents us from knowing when a player is a freak in some attribute).
3. Attributes with very negative intrinsic values are displayed with a higher value to us than the value used by the match engine.

Below is a graph of 'Intrinsic value VS Attribute value' showing the 3 formulas above, for a player of CA 150:

- The **blue line** is the in_match formula (with other_factors = 10, which simulates a "perfect scenario", like good player moral, playing at home, etc).
- The **red dotted line** is the cosmetic formula (i.e. its the values as they are displayed to us in the game), but without capping it at 20.
- The **red line** is the simplified cosmetic formula which I presented above for comparison with the in_match formula.

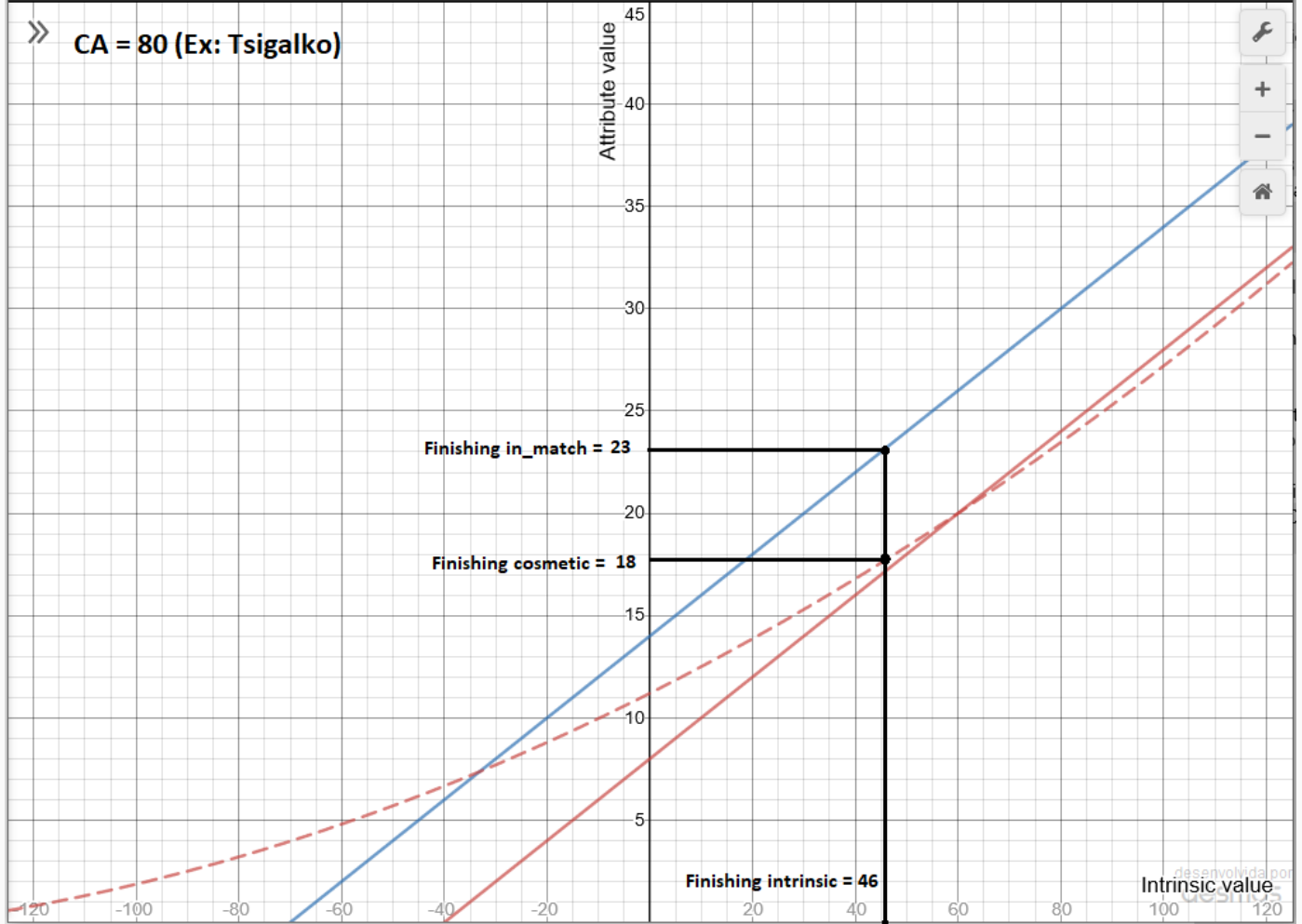


You can see a animated graph where you can change the CA and the other_factors here: <https://www.desmos.com/calculator/o7jp3lu3uz> (to change CA change the 'a' slider from 1 to 200, and to change the other_factors, change the 'f' slider from -10 to 10).

For example, this is a comparison of the finishing value between Tsigalko and Ruud van Nistelrooy on the begin of a new savegame:

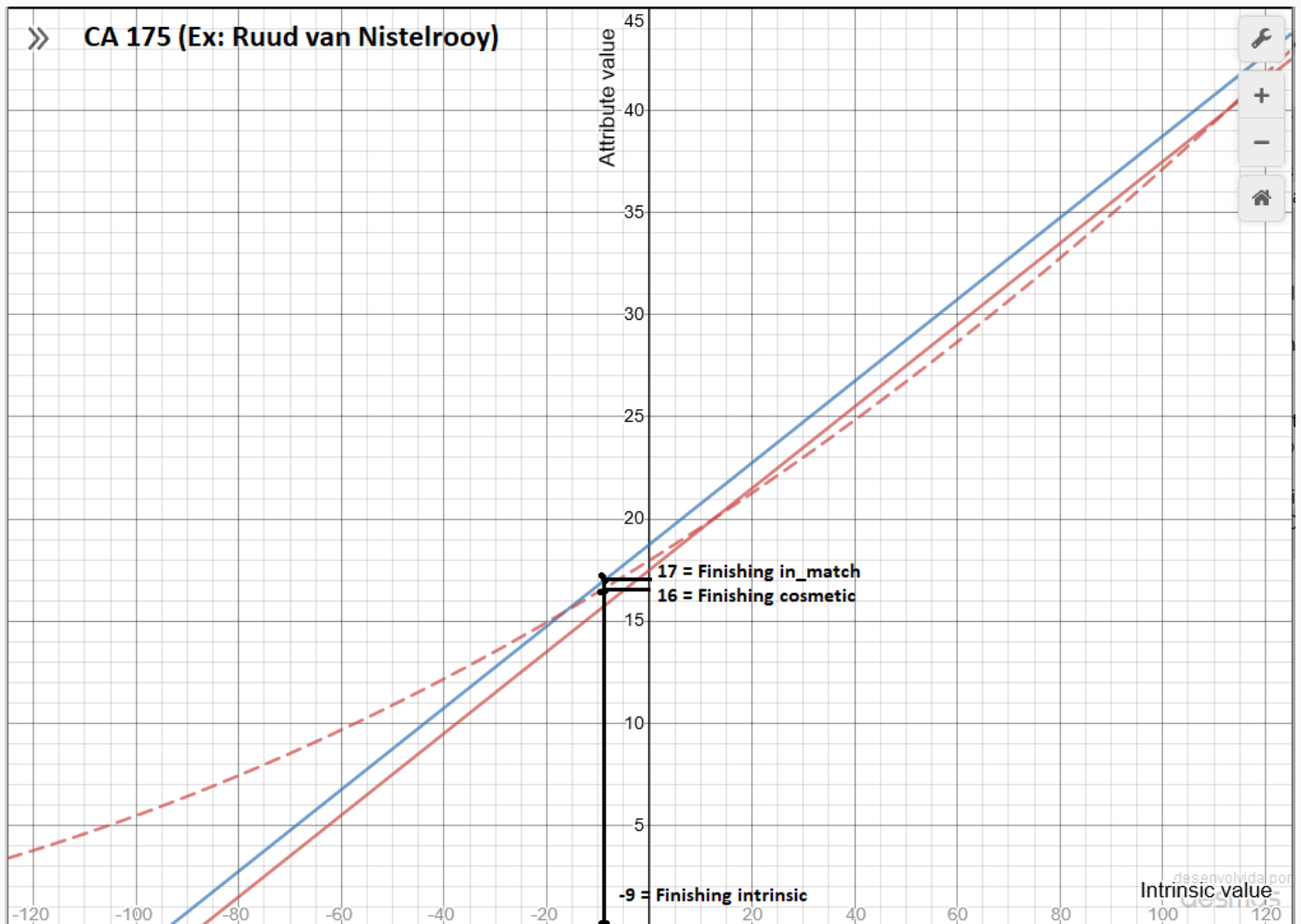
CA = 80 (EX: Tsigalko):

» CA = 80 (Ex: Tsigalko)



CA = 175 (Ex: RvN):

» CA 175 (Ex: Ruud van Nistelrooy)



Tsigalko has a intrinsic of 46 for finishing, which results in a 18 being displayed to us and a 23 being used in the match engine. RvN has a intrinsic of -9 for finishing, which results in a 16 being displayed to us and a 17 being used in the match engine.

My conclusion:

The cosmetic values of attributes being displayed to us in the game are actually a very good approximation of the values used by the

match engine (especially if you remove the cap at 20 by using the uncap20s patch from Nick's tool).

However, as the game uses the CA to try to 'estimate' the other_factors value when displaying the attributes to us, the game causes some low CA players to appear slightly worse on the paper than they really are on a match. Its like the game is trying to make us 'overrate' the most famous players or 'underrate' the less famous players when we are playing the game as a manager (just like we do in real life sometimes 😊).

Footnote:

* I debugged the other_factors value during matches for many players of different CAs and I confirmed the other_factors isn't directly related to the CA during a match, except in some cases like this: <https://champman0102.co.uk/showthread.php?p=690#post478690>

Last edited by MadScientist; 25-10-20 at 09:30 PM.

The Following 3 Users Say Thank You to MadScientist For This Useful Post:

1369phil, AtomicAnt, Dermotron

27-10-20, 01:04 PM

#598

jamesfjong ◊
Youth Team Player

Join Date: 16-02-17
Posts: 17

Originally Posted by **MadScientist** ▶▶

yes still a mistery, even if you give them great instrinsics for all GK positions and for mental atts too in GK savegame editor, he still fails badly, look this experiment from dermot:

Have anyone tried a similar experiment, but lowering the value for Reflexes? I'm almost certain that someone here once said that a high value for Reflexes actually might be a hinderance for GK.

27-10-20, 02:01 PM

#599

Dermotron ◊
Sir Mergements
Director
Manager
VIP
Captain

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

Originally Posted by **jamesfjong** ▶▶

Have anyone tried a similar experiment, but lowering the value for Reflexes? I'm almost certain that someone here once said that a high value for Reflexes actually might be a hinderance for GK.

Beezer found Jumping to be poor for GK's 🤔👉

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November 2020 Data Update Out Now

28-10-20, 01:44 AM

#600

MadScientist ◊
Director

Join Date: 26-09-18
Location: Brazil
Posts: 882

Originally Posted by **jamesfjong** ▶▶

Have anyone tried a similar experiment, but lowering the value for Reflexes? I'm almost certain that someone here once said that a high value for Reflexes actually might be a hinderance for GK.

I think who said that meant lowering reflexes in the pre-game editor, as if you lower reflexes in the pre-game editor you automatically increase the intrinsic value for handling, and vice-versa.

But in the experiment made by dermotron, he raised the intrinsic values in the **savegame** editor for all important attributes (like a cheat), so in this case I think it wouldnt make sense to lower reflexes as it isnt linked to handling in the savegame editor.

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30-10-20, 09:33 PM

#601

jamesfjong
Youth Team Player

Join Date: 16-02-17
Posts: 17

Originally Posted by Dermotron
Beezer found Jumping to be poor for GK's



3 Easy Steps

- 1. Click Start
- 2. Follow Steps
- 3. Browse the Web!

Wave Browser

Oh, perhaps I got it all mixed up then. Nevermind!

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