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**Thread: What a Data Update changes**

Thread Tools ▼

🗋 16-07-13,   04:01 PM                                                                      #1

**Dermotron** ○
**Sir Mergements**
**Director**
**Manager**
**VIP**
**Captain**

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

### What a Data Update changes

**What a Data Update changes**

Between members of the forum and fans on the forum's Facebook pages, the same questions pop up about what the next Data Update will include and what changes we have added.

It gets a bit muddled for people when they see for example March Data Update, March Tapanified Update, Tapani patches and JL Patch. I guess straight off the 1st point to be made is the Update Team does not create any patches or tapanified databases. Yes, the last few databases have been created by a member of the Update Team but that was in his own time and not as part of a team effort (albeit the data is indeed compiled and created as a team).

The most simplistic way of answering any question in regards a Data Update is this:

**"Can it be changed in the Official Editor (cm0102ed.exe)?"** **If the answer is no, the Update Team does not change or attempt to change it.**

We only use the official editor as data requires validation to update the correct tables within the database. Most other editors don't do this correctly, hence people get a lot of messed up editing sessions when they try to make changes themselves and/or from using editors other than the one that comes with the game.

Ok, the thread title is a bit misleading but all that can be changed and needs to be changed is covered below.

**Data Update**

*Changes that can be made*:
- Staff - Players, Managers, Assistant Managers, Coaches, Scouts, Physios, Chairmen, Directors (Director of Football, General Manager)
- Club - Name (once not required by the game - or commonly referred to as 'greyed out'), Nation, Division, Finances, Status, Training, Reputation, Stadium, Attendances, Preferences (Rivals, Fav. Staff), Colors, Staff, Players/Squad
- Nation - Nationality name, Continent, Region, Stadium, Manager, Language, Reputations, Rivals and Colors (not a lot can be done with Nations in truth)
- Stadium - Name, City, Capacities
- Cities - Country, Co-ordinates, Attraction, Weather
- Continent - Names, Strength
- Staff Comps - Colors (Histories don't work correctly)
- Club Competitions - Reputations, Histories, Participants
- International Comps - Reputations, Histories, Colors
- Referees - Name, DOB, Nation, City, Attributes
- Colors - Red, Green and Blue intensities
- Names - First, Second and Common name spellings to correct mistakes or add accents to all players with a name instead of changing players individually
- Staff Configuration - Amend or Delete whether a player/staff has a injury, loan, ban, future transfer, retirement etc.
- Weather - can be changed to coincide with weather for a certain region for the 4 seasons

(added to different cities)

*Player*:
- Personal - Names (first, second, common/nickname), Date of Birth, Nationality (1st and/or second), International record (apps/goals)
- Contract - Club, Job Type, Start/End Date, Wage (estimated Value does nothing)
- Mental - Mental attributes ranging from 0-20
- Preferences - add favourite and disliked clubs and staff
- *Position*:
- Playing Ability - Current Ability (0-200), Potential Ability (0-200 with -1 and -2 for random values), Home Reputation (rep in own country, 0-200), Current Reputation (rep in own team, 0-200), World Reputation (rep worldwide, also determines a players estimated value for the most part, 0-200)
- Sides - Ability to play Left, Right or Centre (any value 15 and over shows in game. Range 0-20)
- Positions - Assign players main position(s), any value 15 or over shows. Defensive Midfielder shows above Midfield and Attacking Midfield so DM15, M20, AM20, C20 will show a player in game with DMC even though it's lowest of the 3.
- Squad Number - Assign squad number between 1-50, 0 if none
- Player - Assign values between 0-20 for 44 physical, attacking, defensive, tactical and mental attributes
- Histories - Histories for previous seasons are compiled by the Update Team and some forum members for previous season(s) and are added via the History Project Tool

*Staff (non-player)*:
- Personal - Names (first, second, common/nickname), Date of Birth, Nationality (1st and/or second), International record (apps/goals)
- Contract - Club, Job Type (Manager, Coach, Physio etc), Start/End Date, Wage (estimated Value does nothing). Also, a staff member can be added as Manager of national team. This is only national team position.
- Mental - Mental attributes ranging from 0-20
- Preferences - add favourite and disliked clubs and staff
- *Coach*:
- non-Playing Ability - Current Ability (0-200), Potential Ability (0-200 with -1 and -2 for random values), Home Reputation (rep in own country, 0-200), Current Reputation (rep in own league, 0-200), World Reputation (rep worldwide, 0-200). Current and Potential Ability do not change over time for staff
- Non-playing Attributes -Different staff jobs require or use different attributes. These can be added from 0-20. E.g. Chairmen with low Patience tend to fire managers quicker
- Types - Preferred formation (only 9 to select from, 433 does not work), preferred player type - pick player manager likes, tends to buy players of similar atts.
- History - does not work as far as I know


Anything left out means it cannot be changed in the Editor e.g. prize money, club competition names (greyed out), starting year, number of subs, foreign player limits etc.


For pretty everything else, a patch or editing the cm0102.exe is required. The reason we don't patch a cm0102.exe we work on is to avoid errors and data corruption which is hugely disheartening given this is a hobby for all the Update Team members when hours of work making changes is lost. Plus, changes that require a tool, patch or editing means that everyone that plays the game or uses the Editor requires the same cm0102.exe too - it would mean that even those who maybe prefer playing with a Tapani patch applied could not do so due the changes in game or people that want to play the 3.9.68 data would have to do a complete re-install. Ditto playing an older Data Update would require a full re-install meaning challenges would be a lot of work to start playing, let alone the challenge itself. There would be endless data mismatch errors that would eventually undone the hard work the Update Team put in.

And of course there's the obvious reasons, no-one will ever agree what to change and what not to change and lot's wont want anything change i.e. old game, current players


Changes made by other tools are listed where those tools can be downloaded, generally the 1st post of a thread.

Tapani 2.19

Tapani 3.12 (required to make a Tapanified Database, not just a patch though)

JL Patch (also contains JohnLocke's Flex tools)

Offsets (for those willing to try make there own changes or specific changes)

*Last edited by Dermotron; 17-07-13 at 11:46 AM.*

Please reduce the wages, in original patch big club like RM, barca, Munich wages their player only about 750k(total) please halfed the wages than what you did in march data update

---

**Portugal Comptitions**

and there aren't 18 TEAMS IN Portugal in the first league only 16 teams, and the 2 league has got 22 teams(with the team reserves of the big teams: Porto B(we here call it the reserve team), Benfica B, Sporting B, BragaB,Martimo B, Guimaraes B(these actually in the march update can't be control ..can u chang it?)

there is a League Cup now in Portugal.

Anything of this is possible to change?m
Thank you

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This thread explains what CAN be changed by a Data Update, both questions are in reference to what CANT be changed in a Data Update

Flex 2 will allow you change the foreigner player rules in Portugal

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What about the foreigner player rules in Poland? (In the march update only 5 foreigners in team :/ )

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Same thing, change them with Flex 2. The 1st posts lists what the Update Team can/does change

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To get rid of the foreign players restrictions in CM0102, you just have to download a simple tool called EEC Hack (click here to download it).

You just have to open the program, load the nations (nations.dat file contains all the info about a nation, including if it is part of the European Union or not), then you probably want to make all countries EEC members in order to mimic the portuguese law, or you can

manually select them if you want, and finally you patch nations.dat.

unless you install a new game or a new update, your nations.dat file will always be patched and every time you start a game there will be no foreign restrictions not only in portugal but all over the world! (in case you have really selected to make all countries EEC)

If it doesnt seem to work, try running the program as administrator.

I only play my portuguese league based games with this patch applied, and I reccomend it to anyone playing in Portugal! Teh reality is that without it, all formations and team performances are really a mess.

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11-08-14, 11:16 PM #8

**George_Roberto** ○
**Youth Team Player**

Join Date: 06-03-12
Posts: 36

Why dont´t change Tv money???

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11-08-14, 11:31 PM #9

**Craig Forrest** ○
**Manager**
**Programmer**
**Forum Enforcer**
**Holy Trinity Member**

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

tv money can only be changed by editing the exe file.... data updates don't do that

---

25-08-14, 12:24 AM #10

**SCOTTCHAMPMASTER** ○
**Youth Team Player**

Join Date: 05-03-12
Posts: 6

Hi just a question does anyone have a save game of the game updated til now. I had done it myself manually but my laptop is broken beyond repair so cannot retrieve it so if anyone had one it would be great. cheers

---

25-08-14, 07:28 AM #11

**BeezerCeltic1967** ○
**Director**

Join Date: 02-03-12
Location: WATING FOR 10 IN A ROW
Posts: 6,197

aye nae bother mate 😊👍

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23-09-16, 05:46 PM #12

**sharif** ○
**Youth Team Player**

Join Date: 09-12-14
Posts: 2

how can i control of the israeli league?

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25-09-16, 02:48 AM #13

**Fods** ○
**Not Needed at the Club**

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

You cant in game, unless someone has created a league patch

Check Downloads/Leagues

---

01-11-16, 11:44 AM #14

**ganesh4football** ○
**Youth Team Player**

Join Date: 20-06-12
Posts: 3

Cant you pls try to include new rule changes and transfer policy changes in the updates?

---

01-11-16, 11:48 AM                                                                                    #15

**Dermotron** ○
**Sir Mergements**
**Director**                                            Join Date:                    15-12-11
**Manager**                                             Location:                 Your Mother
**VIP**                                                 Posts:                        29,995
**Captain**

> 🔖 Originally Posted by **ganesh4football** ▸
>
> *Cant you pls try to include new rule changes and transfer policy changes in the updates?*

This thread explains what can be done in regards updates. If it's not listed it isn't changed within the database. If it was it would be listed above.

You need to patch your game to change the transfer policy. Hence it's call a Data Update not an Update Patch

Champman0102.co.uk Facebook Page
13000 followers and rising
**November 2020 Data Update Out Now**

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12-07-19, 01:48 PM                                                                                    #16

**drechler123** ○
**Youth Team Player**                                   Join Date:                    12-07-19
                                                        Posts:                             7

Hi
I have issue regarding changing in editor .
when i open the editor i made some changes click save and after that when open the game the changes are not made .
in the previous update i didnt have this problem
thank you

---

12-07-19, 09:18 PM                                                                                    #17

**Redknapp69** ○
**Member of the Month**                                 Join Date:                    03-03-12
**Social Media Mod**                                    Posts:                        28,262

> 🔖 Originally Posted by **drechler123** ▸
>
> *Hi*
> *I have issue regarding changing in editor .*
> *when i open the editor i made some changes click save and after that when open the game the changes are not made .*
> *in the previous update i didnt have this problem*
> *thank you*

Hi

Ad Madscientist said - run the editor as administrator 😊👍

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21-10-19, 03:25 AM                                                                                    #18

**tingfight** ○
**Youth Team Player**                                   Join Date:                    07-03-12
                                                        Posts:                             3

thx very much

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25-06-20, 11:35 AM                                                                                    #19

**stephenrirving** ○
**Youth Team Player**                                   Join Date:                    21-06-20
                                                        Posts:                             9

Is it possible to have the Arsenal 01/02 squad playing at The Emirates (opened 2006)? Likewise Man City didn't move to the City of Manchester Stadium until 2003.

**Mark** ○
Chairman

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

Only if you create the stadiums via the editor and link them to the clubs.

The latest data updates will have the right stadiums in.

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**Cam F** ○
VIP

Join Date:     03-03-12
Posts:         2,949

Just a general question, do you mess about with the coefficients and if I do and do it wrong I could wreck my update?

See I am messing about with 9900 for 0001 and have the exact ones and would just be copying them, not randomly making them up.



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« 1999 transfer windows | Questions that have been all asked before? »

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