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Thread: **What is CA15?**

Thread Tools ▾

☐ 26-10-13, 10:42 AM | #1

rjeg ○
Youth Team Player

Join Date: 20-01-13
Posts: 2

What is CA15?

what is CA15?

Mod Note:

Anticipation
Crossing
Decisions
Dribbling
Finishing
Heading
Longshots
Marking
Movement
Passing
Penalties
Positioning
Tackling
Throw-Ins
Vision

GK only
Handling
Reflexes
One-on-Ones.

Last edited by Dermotron; 06-06-17 at 09:26 AM.

☐ 26-10-13, 10:55 AM | #2

Cam F ○
VIP

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

> ❝❝ Originally Posted by **rjeg** ▸▸
> *what is CA15?*

It is a very important thing.

☐ 26-10-13, 10:25 PM | #3

Fods ○
Not Needed at the Club

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

Ask Blue Demon, or reds one of the attribute threads in Data update discussion or tactics section 👍

Good answer though Cam 🙂

316'sRegen
Unattached

what answer?

Is this topic off limits or is it just that no-one understands it?
I've always been interested in this but never able to have a conversation with anyone as they either don't know or are reluctant to talk about CA15.

I know it relates to "current ability" - a field in the database ascertained by an amalgamation of certain attributes, I think it was to do with the distribution of world class players following a bell curve distribution (as it should IRL). That would point to a SIM team ethos, perhaps it's been buried along with the SIM team?

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

From what I understand, there are 15 attributes that directly affect CA while the others don't..... I tried to stay away from the debate but BD did a whole bunch of research back in the day

---

Mark ○
Chairman

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

It's not off limits in the slightest.

There'll be someone better off explaining it than me but if I remember rightly, there were 15 attributes discovered that make up a players current ability. The update team at the time did a lot of research into it and began to implement it across the database. I don't recall very much the public reaction at the time but it did lead to arguments within the team as to whether it improved the playability of the game or not.

Eventually, the SIM/ODB teams were formed for those who played with it and those without.

To this day, I still don't which was "best" but I think we can all agree that having two different teams wasn't the best of ideas and hopefully it won't happen again!

---

ncp ○
Youth Team Player

Join Date:	06-10-12
Posts:	22

Are attributes that directly influence the development of other attributes. For example if a striker has 20 to finish, and 20 to reflexes, which is itself only an attribute of the goal-keepers, as such it does not matter for striker, the attribute finish will go down. He already has 20 to finish and 1 the reflections is guaranteed the attribute reflexes will not influence the 20 he has to finish.

Baz ○
Coach

Join Date:	02-03-12
Location:	Torfaen
Posts:	3,084

Ahhh the 15. These are the 15 attributes which get directly effected by the CA of the player. The idea behind it was the strikers were pure strikers, the defenders were pure defenders, for example you wouldn't see Ronaldo with over 8/9 for tackling given he doesn't tackle, or you wouldn't see a defender with high finishing and so on. With CA15 what you set in the editor for those attributes, is pretty much what you'd get in the game plus or -1/2 points after a season.

CA15 proved that you didn't need stupidly high CA's to be a world beater, if the player had the right attributes in the right places then he would be a world beater. I think Blue Demon made a monster striker off something like CA80.

It's not really a taboo subject, it's just not many of us CA15 SIM team members are still actively around here. Blue Demon visits now and again, Patinoz and myself were SIM team (You were right Pat?) and there's probably a couple of others left.

Realities of it is, in the current update team, parts of CA15 is still being used. Lowering the non essential atts to make the essentials stronger is a common theme within our DB, so all the effort of SIM hasn't gone to waste. It was a chapter in the history of our forum, and one I can look back on fondly, heck I could probably still create a player based on the CA15 rule and still have him perform miracles 🙂

If you guys really want a look at our work just download the last SIM update and look at some of the players in the editor and then look at them in game. If you have questions drop Blue Demon a line i'm sure he still has working DB's of the SIM team 🙂

📄 28-10-13, 04:39 PM	#9

316'sRegen
Unattached

Fucking Splitters! 😆 (only kidding)

So the 15 equates to 15 attributes, which are different depending on a players position, defenders have positioning tackling, strikers have finishing and Off Ball etc. I think I need to go back and read a few of the threads to find out what the other attributes are because that is as far as my knowledge goes on the attributes (well pace & crossing for wingers is obvious too) and it would be good to know.

The funny thing is that although I know next to nothing about the research and the knowledge that has been built up over the years, it doesn't detract at all from my enjoyment of the game, nor does it hinder my being successful with most any team. Amazing how there are so many levels to this game and not being aware of some of the info doesn't mean you can't play the game and enjoy it!

Gonna PM BD with a few more questions 😁

📄 28-10-13, 04:45 PM	#10

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,312

So is this why players like Messi have 1 for tackling, positioning, marking etc so their over stats are able to reach their full potential?

Otherwhys it's a waste of CA points right?

Please correct me if i'm wrong?

📄 28-10-13, 05:18 PM	#11

Baz ○
Coach

Join Date: 02-03-12
Location: Torfaen
Posts: 3,084

> 👀 Originally Posted by **Coys** ▶
>
> *So is this why players like Messi have 1 for tackling, positioning, marking etc so their over stats are able to reach their full potential?*
>
> *Otherwhys it's a waste of CA points right?*
>
> *Please correct me if i'm wrong?*

Pretty much yeah, you lower the non essential to make the essential stronger. CA will naturally bring up the numbers anyway, so 1 is pretty pointless you'd want to set it as 4/5 to get the maximum use, well that was SIM's idea anyway.

Also the 15 from memory were err

Anticipation
Corners
Crossing
Decisions
Dribbling
Finishing
Heading
Longshots
Marking
Movement
Passing
Penalties
Positioning
Tackling
Vision

Something like that anyway lol.

📄 28-10-13, 06:30 PM	#12

info0 ○

There were more tests done on this subject even on this forum 😛.

Team of 1CA/21PA beat ODB (March or previous DB) Barcelona by 30 points in league xD.

That was so funny to see 😁.

Yes, you don't need high CA/PA for players to perform like World Beaters however, you won't see 20s all over the place either.

28-10-13, 07:15 PM #13

Patinoz ○
Player

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

> **Originally Posted by Baz** ▶
> It's not really a taboo subject, it's just not many of us CA15 SIM team members are still actively around here. Blue Demon visits now and again, Patinoz and myself were SIM team (You were right Pat?) and there's probably a couple of others left.

Course I was. Was an extremely interesting time and we spent many nights on MSN back then discussing and researching things left, right and centre. In truth, I am thankful for the insights as I had the luxury to get to know 2 systems.

> **Originally Posted by Baz** ▶
> Also the 15 from memory were err
>
> Anticipation
> Corners
> Crossing
> Decisions
> Dribbling
> Finishing
> Heading
> Longshots
> Marking
> Movement
> Passing
> Penalties
> Positioning
> Tackling
> Vision

Not quite but almost.

Corners isn't a CA15 att. Throw-Ins is though.

And for keepers also Handling, Reflexes and One-on-Ones.

> **Originally Posted by info0** ▶
> There were more tests done on this subject even on this forum 😛.
>
> Team of 1CA/21PA beat ODB (March or previous DB) Barcelona by 30 points in league xD.
>
> That was so funny to see 😁.
>
> Yes, you don't need high CA/PA for players to perform like World Beaters however, you won't see 20s all over the place either.

Was Ruben who ran that test I think. Was good stuff.

28-10-13, 07:29 PM #14

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,312

So does this mean you can make a players physical and mental stats as high as you want and it won't effect the growth of the CA related stats?

28-10-13, 08:00 PM #15

Baz ○

Join Date: 02-03-12

Coach

Location: Torfaen
Posts: 3,084

> ❝ Originally Posted by **Coys** ▸
>
> *So does this mean you can make a players physical and mental stats as high as you want and it won't effect the growth of the CA related stats?*

Pretty much, though determination plays a massive role as you play through the season, as the higher the determination, the faster the growth.

28-10-13, 08:05 PM | #16

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,312

Thanks for the replies mate 😊👍

28-10-13, 08:34 PM | #17

Alan ○
Backup Player

Join Date: 20-09-12
Posts: 649

Throw-ins isn't related either. One On Ones is in a weird way though for outfield players.

29-10-13, 08:23 AM | #18

Patinoz ○
Player

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

> ❝ Originally Posted by **Alan** ▸
>
> *Throw-ins isn't related either. One On Ones is in a weird way though for outfield players.*

Of course it is. CA15 was always the 14 Baz mentioned above plus throw-ins.

One-on-One is a tricky one but we didn't calculate it back then for outfield players.

29-10-13, 01:37 PM | #19

Alan ○
Backup Player

Join Date: 20-09-12
Posts: 649

316'sRegen
Unattached

Trust you Alan!

Confused me even more 😂

Alan ◦   Join Date: 20-09-12
Backup Player   Posts: 649

That's what happens when you handyman a player with the given Current Ability. Note the Throw Ins column...

Goofy ◦   Join Date: 18-12-11
First Team Player   Location: On the oche
                                                 Posts: 2,840

❝❝ Originally Posted by **Alan** ▸▸

Cool! Never tried (or seen) that before 🙂

---

and if you set throw ins to 1 other atts should automatically rise

---

I stand (partially) corrected. Truth is that there is only a rise in the top 20% of the players. There is in fact a drop in the lower 43% of the players. Throw Ins is very clearly not affected by Current Ability in the same way as the other attributes, so to include it (or omit One On Ones) in the generic list is misleading.

For what it's worth there are 18 attributes with intrinsic values so I'd imagine it's where the confusion comes from. Be interesting to see Handling and Reflexes in the above table also. Probably same result as One-on-One's

Guess throw-ins gets an intrinsic value at load up and stays the same throughout the game where the others vary with changes in CA

Cristiano Ronaldo

Staff Details | Attributes 1 | Attributes 2 | Contract | Scout | Regens | Referees | Competitions

Player | Non-Player | Playing Condition

Playing Attributes

Attribute	Value		Attribute	Value		Attribute	Value	
Acceleration	19	19	Free Kicks	13	13	Passing	5	20
Aggression	11	11	Handling	136	1	Penalties	24	20
Agility	20	20	Heading	5	20	Positioning	186	10
Anticipation	24	20	Important Matches	19	19	Reflexes	186	2
Balance	20	20	Injury Proneness	4	4	Right Foot	20	20
Bravery	20	20	Jumping	17	17	Stamina	18	18
Consistency	20	20	Leadership	18	18	Strength	15	15
Corners	6	6	Left Foot	20	20	Tackling	186	10
Crossing	186	10	Long Shots	15	20	Teamwork	16	16
Decisions	24	20	Marking	186	10	Technique	18	18
Dirtiness	8	8	Movement	24	20	Throw-Ins	186	10
Dribbling	24	20	Natural Fitness	20	20	Versatility	1	1
Finishing	24	20	One On Ones	186	2	Vision	231	16
Flair	20	20	Pace	19	19	Work Rate	15	15

=Hidden

Morale 10

Reputations and Abilities

Home Reputation	10000	Current Reputation	9600
World Reputation	9450		
		Current Ability	195
		Potential Ability	197

Equal All | Max All | Min All

1 matching item.
Cristiano Ronaldo
○ Players/Staff
○ Clubs

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Save

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

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Thread: **What is CA15?**

Thread Tools ▼

☐ 30-10-13,   07:21 PM   #26

Cam F ○   Join Date: 03-03-12
VIP   Posts: 2,949

If only we had all the CA15 dedicated pages from the old forum 😞

☐ 30-10-13,   09:34 PM   #27

BeezerCeltic1967 ○   Join Date: 02-03-12
Director   Location: WATING FOR 10 IN
                                                                         A ROW
                                                    Posts: 6,197

> 👀 Originally Posted by **Cam F** ▶▶
>
> *If only we had all the CA15 dedicated pages from the old forum* 😞

😂

☐ 31-10-13,   06:43 PM   #28

316'sRegen
Unattached

very interesting topic.

☐ 01-11-13,   07:23 PM   #29

faz44 ○   Join Date: 09-03-12
Backup Player   Location: London
                                                    Posts: 931

You know what, this thread has suddenly made some research I did fall into place. I had something in one of the training threads about how you couldn't predict who was and wasn't coachable. However, it seems to me that you can predict what can and can't be coached. I went back and looked at the spreadsheet, it was quite profound that gains had been made in non-physical areas. I performed training on

my players over the course of a season and felt that fitness training was largely a waste of time. Players don't get stronger or faster. However, they can shoot better, they can improve their skills and they can improve tactically. It's all there in CA 15.

Hidden or uncoachable attributes:
Anticipation, Penalties, Throw-Ins, Vision and One-on-Ones.

Attributes affected by Skill training:
Crossing, Dribbling, Heading, Passing and Tackling

Attributes affected by Shooting training:
Finishing and Long Shots

Attributes affected by Tactics training:
Decisions, Marking, Off The Ball and Positioning

Attributes affected by Physical training:
Reflexes

Attributes affected by GK training:
Handling

Essentially, you can improve two of a goalie's major attributes - reflexes and handling - if the player hasn't reached his potential ability but otherwise you're wasting your time. Even if you can coach it, it's largely a waste of time unless it's inside CA15.

01-11-13, 11:40 PM	#30

Coys ○
First Team Player

Join Date: 03-03-12
Posts: 3,312

Good post mate, can any updater confirm the above? it's a brilliant summary

---

02-11-13, 05:52 AM	#31

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

I thought that was obvious just by looking at what training schedules improved what attributes during the season? Maybe it's just me but I already knew what attributes would be raised by the different types of training?

02-11-13, 10:35 AM	#32

Blue Demon ○
Reserve Team Player

Join Date: 15-12-11
Location: Holland
Posts: 474

Ohhhh, look at all the worms.

02-11-13, 11:28 AM	#33

Fods ○
Not Needed at the Club

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

What is CA15?

Alan put your pants back on

08-11-13, 12:02 PM	#34

Germaniac ○
Youth Team Player

Join Date: 02-03-12
Posts: 39

this made me remember my 127-rated attributes player 😳

This image is no longer available.
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#35

milo ○
Director

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

why 127?

#36

info0 ○
VIP

Join Date: 02-03-12
Location: Poland/Lodz
Posts: 3,856

Cause the game uses 16-bit registers. You can easily see that when scoring goals. The counter will reset when player scores 256 goals back to 0 xD.

#37

Ruben_ ○
Hot Prospect for the Future

Join Date: 09-03-12
Posts: 103

> 👀 Originally Posted by **info0** ▸
> *There were more tests done on this subject even on this forum* 😜.
>
> *Team of 1CA/21PA beat ODB (March or previous DB) Barcelona by 30 points in league xD.*
>
> *That was so funny to see* 😳.
>
> *Yes, you don't need high CA/PA for players to perform like World Beaters however, you won't see 20s all over the place either.*

That was my test yeah, lovely times 😳

#38

lucasdm ○
Scout

Join Date: 05-03-12
Posts: 127

Shame we split the teams because of this discussion. It has started just like this... haha

#39

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

I remember when the whole 'CA15' was the main theme of this site and all the debates around it. And now returning to this site, and the game, after 3 years or so and seeing it all with fresh eyes, the one thing I've concluded is simply how strange the 'Current Ability' stat is in the game!

I wonder sometimes if it would be easier to have no current ability and the game should just use the stats on their own; but then of

course this would create a problem with how the stats for 'unknown' players are generated. The problem with the 'CA15' stats is that for the top players especially, the engine unrealistically raises attributes which shouldn't be raised e.g. top strikers have high tackling/marking/positioning, and top defenders have high finishing/passing/dribbling etc.

What effect this has on the game's playability and realism is hard to say but what it certainly does is dilute players' personalities as all players look similar with less discernible strengths and weaknesses. It also makes it harder when trying to edit attributes in the editor as what you see in the editor is often a way off what you get in the game.

For example, I was editing van Persie trying to get his starting stats as realistic as possible - with a CA of around 185 all his 'defensive' stats were way too high, yet I still couldn't get his 'Off the Ball / Finishing' right (both 20 in the editor but only 18 in game). So it's very difficult to work around this - Ronaldo and Messi are good examples in the update, as their CA is virtually 200 which enables them to have lots of 20s but a lot of their defensive stats are also too high even though they are set to 1 in the editor!

Basically we will always be up against the way that the game evens out the CA15 stats which make it very difficult to have players with 'character' and stats how we want them at the start of the game. It's also why tests have shown that low CA can be really effective because, for example, strikers who just have 3 or 4 really high key attacking stats but really low defending or irrelevant stats can perform more efficiently and effectively than the top players who inevitably have high stats all round.

04-02-14, 11:54 AM | #40

BeezerCeltic1967 ○
Director

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

Could be worth a bash that one mate, nice idea.

Sent from my GT-I9505 using Tapatalk

06-02-14, 03:17 AM | #41

Cam F ○
VIP

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

CA15 ruined the forum. End of.

06-02-14, 03:35 AM | #42

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

but there were valid points raised during the discussion

06-02-14, 03:39 AM | #43

Cam F ○
VIP

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

...but did it kill the forum as we knew it 5 years ago?...

Alan ○
Backup Player

Join Date: 20-09-12
Posts: 649

Probably, and it also ruined the game

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

I think at the very least it raised awareness about how stats work in-game and even now for me, when editing certain players in the database for a new game start, this knowledge of how these attributes work and how a player's CA affects certain attributes, allows me to 'manipulate' stats in the editor more intelligently so as they appear in game closer to how I think they should.

Goofy ○
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

> **&& Originally Posted by Alan** ▶▶
> *Probably, and it also ruined the game*

I thought Tapani's Iodine tactic did that?

Craig Forrest ○
Manager
Programmer
Forum Enforcer
Holy Trinity Member

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

No no... Iodine EXPLOITED the game for all it was worth..... subtle difference 😊👍

Goofy ○
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

Fair point........ Iodine ruined it for me though 😆 Strangely enough Tapani said it would........

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

Having just started a new game on the new update with Man Utd, and done a fair bit of editing beforehand myself, mainly to the starting attributes of Man Utd's squad, I find that my knowledge of CA15 and how the game calculates has helped me to create more 'accurate' players to start with, and the knowledge of how to manipulate the attributes so that even the best players can still have low attributes in certain areas, has helped it seem like my players have more personality and strengths and weaknesses.

How much this affects their success in game, I'm still not sure about, but I like it! It also does highlight how players with modest CA can still perform well e.g. I've lowered Chris Smalling & Phil Jones CA to about 140 in the editor, and in game their skills and technical stats are quite poor but their physical stats and defensive stats quite strong which means they are effective players in the team but also with the scope to improve and bulk out the technical stats in future.

BeezerCeltic1967 ○
Director

Join Date: 02-03-12
Location:

Chris smalling has defensive skills?

Sent from my GT-I9505 using Tapatalk

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Thread: What is CA15?

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☐ 10-02-14,   12:44 PM   #51

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

> ❝❝ Originally Posted by **BeezerCeltic1967** ▸▸
>
> *Chris smalling has defensive skills?*
>
> *Sent from my GT-I9505 using Tapatalk*

Well, quite...

Actually, he's one of the players that I've lowered the stats of quite a bit from the latest update; most of the United players are over-rated in the game so I did a bit of work on them myself to make them a bit more realistic in my eyes. Smalling in my game has poor passing, technique etc but is obviously physically strong and great in the air. He also has decent anticipation, positioning etc. He's been my first choice centre back alongside Vidic in my game and so far been good, conceded only 2 in first 5 games, however I am using my own modified version of the WWW tactic!

☐ 10-02-14,   12:51 PM   #52

BeezerCeltic1967 ○
Director

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

I never understand why people feel the need for cheat tactics, how can you enjoy the game?

Sent from my GT-I9505 using Tapatalk

☐ 10-02-14,   03:43 PM   #53

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

Well I havn't played the game for years so it's not like I'm bored of winning everything and feel like I have to place restrictions on myself. As a returning player, I wanted to have fun by winning - I don't feel I NEED to use such tactics, I just wanted to try it and take a fresh approach, as I've never used these type of tactics before. If it does get too easy then I would stop because you're right, it won't be enjoyable then if there's no challenge. But also I only used the WWW tactic as a foundation to create my own system with, I have and am always modifying and tweaking it myself to suit my team. Plus, my 'challenge' is, rather than just going out and buying loads of new players, I want to develop my existing youth players and as such want a strong system to blood them into.

☐ 11-02-14,   07:11 AM   #54

Fods ○
Not Needed at the Club

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

CHANGES PLAYERS USING CA15

THEN USES A CHEAT TACTIC

---

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

Whatever that's supposed to mean has gone straight over my head I'm afraid... ◄╮😵╭►

Goofy ○
First Team Player

Join Date: 18-12-11
Location: On the oche
Posts: 2,840

> 👥 Originally Posted by **dw82** ▶
>
> *Whatever that's supposed to mean has gone straight over my head I'm afraid... ◄╮😵╭►*

Dont worry, Fod has that effect on people 😃

Fods ○
Not Needed at the Club

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

Just made me giggle that you got so into the CA15 and even amended players according to it then ruined it all by using a cheat tactic. Thats all 😄👍

---

dw82 ○
Decent Young Player

Join Date: 27-01-14
Posts: 71

> 👥 Originally Posted by **Fodster** ▶
>
> *Just made me giggle that you got so into the CA15 and even amended players according to it then ruined it all by using a cheat tactic. Thats all 😄👍*

Fair point Fodster!

In my defence (if I need to defend myself) the reason I amended the players with the CA15 influence in mind was to give them more 'personality' (not have my top strikers with really high defensive stats, and vice versa). I didn't do it to make them better, in fact I feel like I've reduced the attributes of most of the Man Utd squad from how they were in the latest update; however I also appreciate that by 'CA15'ing them this has probably maintained their in-game effectiveness.

And I used a 'cheat' tactic as a reliable base to start experimenting with WIB/WOB myself. I know on these forums the whole WIB/WOB

and cheat tactics have been done to death which is why I can understand people now going back to basics. However for over 10 years now I have played the game without ever really experimenting with tactics like this, and felt like now I wanted to try something new and see it from the other side, as it were. Yes I've won every game so far - let's see how long before I get bored! 😁

> 📖 Originally Posted by **dw82** ▶
>
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I still use a cheat tactic if you class fodfod2cf one. It's a 442 based around iodines wib wob. I love winning and never get bored. Love scoring bags of goals. The ca15 thing never bothered me really, any player can perform brilliantly in a heavenly wib wib tactic if it's done properly ... Or by exploiting I should say 🙂 one member proved that with a team full of high positioning stats and using div 3 players winning the World Cup was a breeze. It's all about how much you know and how much you want to exploit the game engine.

I might be wrong but don't think the wib/won was iodine based but my other fave Dwsv2 otherwise it would be a lot more boring and win more but with less style than I know Fods & I like 😁

I think me and you are bros, we just love winning and scoring and winning and scoring

I am happy I know that I know nothing. Very Interseting read tho! brilliant thread.

me too. most of this thread went over my head. i still don't fully get intrinsic attributes let alone CA15.

ajra21 ○
Backup Player

Join Date: 18-05-13
Posts: 728

> 🔁 Originally Posted by **Alan** ▷
>
> *Probably, and it also ruined the game*

could you explain why?

Mercurio ○
Decent Young Player

Join Date: 04-01-13
Posts: 53

Is there any way to estimate what Current Ability should be given to a player based on his CA15 attributes?

---

milo ○
Director

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

you can try this:

CA15 single values (1st CA15 value + 2nd CA15 value + 3rd CA15 value, etc) / 1.5

this way if every CA15 is = 20 the final number is 200, if 10 CA15 values are 15 and the other 5 are 10 the final value is 133

Mercurio ○
Decent Young Player

Join Date: 04-01-13
Posts: 53

> 🔁 Originally Posted by **milo** ▷
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> *this way if every CA15 is = 20 the final number is 200, if 10 CA15 values are 15 and the other 5 are 10 the final value is 133*

I'm afraid it's not so easy. I did an experiment giving a player a '20' in all CA15 attributes and changing only his Current Ability from '200' to down. For example, if the player has CA 197-200 all his CA15 attributes will be '17' in game, which is a total of 255 points (15x17). Also another problem is the minimum attribute values, if you give '1', probably in game will be '8'. So this unbalances the 'equation'.

These were the results of my experiment:

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Mercurio ○
Decent Young Player

Join Date: 04-01-13
Posts: 53

Another experiment:

1. First column represents every single CA15 attribute
- 'TOTAL' is the total attributes' points
- 'AVERAGE' is the attributes' average
- 'RCA' is the Recommended Current Ability based on my first experiment (calculated over total points)

2. Second column are the attributes I asigned to Santiago Aragón (Real Zaragoza) in the Official Pre-game Editor

3. Third column are the attributes in game with a Current Ability of 149

4. Fourth column are the attributes in game with a Current Ability of 159

5. Fifth column are the attributes in game with a Current Ability of 169

6. Sixth column are the attributes in game with a Current Ability of 179

12-07-16,   08:41 AM

#69

milo ○
Director

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

the problem is the game doesn't have only the 15 atts of CA15 but also the others so it tends to fill them all in.

as you can see there isn't a direct correlation between raising CA and getting higher CA15 or vice versa, in fact if you create a player with CA 1 his atts won't be 0,XX so that the sum gives 1, and they won't be nor all 1's but he will have a few 5-6 and even a few 10-15 probably.

mine was just an empiric method, just a way for you to roughly represent a player with a given CA based on CA15 but i'm afraid there is no direct way of doing this, at least not arithmetically

---

12-07-16,   09:30 AM

#70

Mercurio ○
Decent Young Player

Join Date: 04-01-13
Posts: 53

Ok. I see there is no a better way because CA15 attributes are 'intrinsic' values, not really a 1-20 scale, and it seems to 'balance' the attributes in-game. Your empiric method works 'fine'?

12-07-16,   03:20 PM

#71

milo ○
Director

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

no idea, i just created to answer you 😁

21-10-17,   06:50 PM

#72

Hoppus ○
Youth Team Player

Join Date: 10-11-14
Posts: 5

So if I'm wanting to create the ultimate midfield wonder kid in the editor how would I go about it (most important attributes, CA/PA etc.)

Cheers

#73

CMCZ o
Director
VIP

Join Date: 07-07-12
Posts: 5,150

The best thing is just to experiment. Try to think what kind of attributes would be needed (like a striker obviously can use a 20 for finishing). Remember to also bring down attributes who aren't needed for the position. (like reflexes for a midfielder). (If you give all attributes 20 you won't create a super star). Attributes would also determine more if a player is a wonderkid as a CA, so focus on the attributes. Last but not least; don't forget the mental attributes; as you can imagine a kid who has a good mentality has a better chance to make it.

21-10-17, 07:19 PM

#74

Hoppus o
Youth Team Player

Join Date: 10-11-14
Posts: 5

Much appreciated, thanks. This has been my issue in the past - I've set nearly everything to 20 (including technical attributes that are irrelevant to the position) and technical attributes peak at 18s. So basically I just need to think about the attributes and not worry about the CA/PA (in the past I've just set both to '200')?

21-10-17, 07:33 PM

#75

CMCZ o
Director
VIP

Join Date: 07-07-12
Posts: 5,150

> Originally Posted by **Hoppus** ⏩
>
> *Much appreciated, thanks. This has been my issue in the past - I've set nearly everything to 20 (including technical attributes that are irrelevant to the position) and technical attributes peak at 18s. So basically I just need to think about the attributes and not worry about the CA/PA (in the past I've just set both to '200')?*

Not sure about this. But maybe to do 2 test runs where you only alter the CA and PA. Or create like 10 test players in one DB (name them like "Test 1" "Test 2"etc. etc.) and just make small changes in their attributes and CA/PA to see which one turns out to be the best.

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📄 14-04-18,   02:10 AM   #76

terzino sinistro ○
Youth Team Player

Join Date: 12-04-18
Posts: 14

is CA15 still a thing a in the latest FM games?

📄 14-04-18,   08:31 AM   #77

GFRay ○
VIP

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

❝❝ Originally Posted by **terzino sinistro** ▶▶
is CA15 still a thing a in the latest FM games?

Wouldn't know as this is a CM forum and not a FM one. 🙂

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

📄 26-04-18,   06:47 AM   #78

terzino sinistro ○
Youth Team Player

Join Date: 12-04-18
Posts: 14

Since how good a player is isn't really determined by CA (determined by key atts for position instead), CA15 is largely futile, right?

📄 06-07-18,   09:53 PM   #79

Manos ○
Youth Team Player

Join Date: 06-07-18
Location: Athens, Greece
Posts: 2

Which attributes don't increase in Championship Manager '01/'02

I play CM/FM since the first version so you guys are doing a great job here for our fans favorite version.

I've started playing CM '01/'02 again with various databases do I'd like to ask something about Training. Which are the attributes that never increase in Training?

I think that Acceleration and Pace are definitely two attributes which don't increase. Am I right? Can you please make me a full list? I want to sign some talented strikers with low jumping for instance, so generally a full list would really help here.

Thank you.

📄 06-07-18, 10:08 PM | #80

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Any **not** listed in the first post

Champman0102.co.uk Facebook Page
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📄 07-07-18, 12:10 AM | #81

Manos ○
Youth Team Player

Join Date: 06-07-18
Location: Athens, Greece
Posts: 2

Movement = Off the ball ?

📄 07-07-18, 02:48 AM | #82

Dermotron ○
Sir Mergements
Director
Manager
VIP
Captain

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

Yes. Vision = Creativity

Champman0102.co.uk Facebook Page
13000 followers and rising
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