Settings.txt

Typical compobj attributes (Defining the competition object attributes)
0,rule_numsubsbench,7

a) Competition object ID in Compobj.txt (e.g. 0)
b) Attribute description. (e.g. rule_numsubsbench)
c) Attribute value (e.g. 7)

1. World object attributes (These attributes are passed down to all confederations, all countries, all competitions, all competition stages unless other values are specifically applied)
0,comp_type,NONE (Competition type none)
0,rule_bookings,on (Bookings are on)
0,rule_offsides,on (Offside is on)
0,rule_injuries,on (Injuries are on)
0,rule_numsubsbench,7 (Number of subs on bench 7. Can be 5 or 7)
0,rule_numsubsmatch,3 (Number of subs in a match 3)
0,rule_suspension,0 (Rule suspension set to Competition object ID 0)
0,rule_numyellowstored,5 (Number of yellows stored is 5 before the ban. Usually 3, 4 or 5)
0,rule_numgamesbanredmax,1 (Maximum 1 game ban for red)
0,rule_numgamesbanredmin,1 (Minimum 1 game ban for red)
0,rule_numgamesbandoubleyellowmax,1 (Max 1 game ban for double yellows in match)
0,rule_numgamesbandoubleyellowmin,1 (Min 1 game ban for double yellows in match)
0,rule_numgamesbanyellowsmax,1 (Maximum 1 game ban for stored yellows)
0,rule_numgamesbanyellowsmin,1 (Minimum 1 game ban for stored yellows)
0,standings_pointswin,3 (3 points for win)
0,standings_pointsdraw,1 (1 point for draw)
0,standings_pointsloss,0 (0 point for loss)
0,match_matchimportance,75 (Match importance set to 75. Can be 0-100)
0,match_stagetype,LEAGUE (Stage type is league. Setup, League, Ko1 leg, Ko 2 legs)
0,match_matchsituation,LEAGUE (Stage description is league. League, Final, Semi, Group, …)
0,nation_id,-1 (Nation ID set to -1. This is none)
0,asset_id,-1 (Asset ID set to -1. This is none)
0,match_endruleleague,END (After league game end if draw)
0,match_endruleko1leg,ET (After 1 leg knockout draw next extra time)
0,match_endruleko1leg,PENS (After 1 leg knockout draw next penalties)
0,match_endruleko2leg1,END (After 2 leg first match end if draw)
0,match_endruleko2leg2,AGG (After 2 leg second match draw next winner on aggregate)
0,match_endruleko2leg2,AWAY (After 2 leg second match draw next away goal rule)
0,match_endruleko2leg2,ET (After 2 leg second match draw next extra time)
0,match_endruleko2leg2,ET_AWAY (After 2 leg second match extra time next away goal)

0,match_endruleko2leg2,PENS (After 2 leg second match draw next penalties)

0,match_endrulefriendly,END (After friendly game end if draw)

0,info_prize_money,0 (Money for wining. Min 2000, Max 16000000)

0,info_prize_money_drop,0 (Money drop for loosing. Min 5, Max 100)

0,standings_sort,POINTS (Table sorting by points)

0,standings_sort,GOALDIFF (Table sorting next by goal difference)

0,standings_sort,GOALSFOR (Table sorting next by goals scored)

0,standings_sort,WINS (Table sorting next by number of games won)

0,schedule_seasonstartmonth,AUG (Season starts in August)

0,schedule_year_start,2011 (Competition to start in 2011)

0,schedule_year_offset,1 (Competition runs every year)

0,schedule_friendlydaysbetweenmin,6 (Minimum 6 days between two friendlies)

0,schedule_friendlydaysbefore,6 (Minimum 6 days before friendly game)

0,schedule_internationaldependency,1 (Schedule is dependent on international games. 1=Yes, 0=No. Only International competitions have this reset to 0)

2. Confederation object attributes (Normally only these lines are used to overwrite the world attributes. Others can be also included)

    70,schedule_seasonstartmonth,JUL (Season starts in July)

    70,match_matchimportance,30 (Match importance set to 30. Can be 0-100)

3. Country object attributes (Normally only these lines are used to overwrite the world and confederation attributes. Others can be also included)

    286,nation_id,4 (Nation ID set to 4. This is Austria from the databse)

    286,rule_suspension,286 (Rule suspension set to Competition object ID 286. Any suspension rules set after this will overwrite the world line attributes)

4. Competition object attributes (Normally only these lines are used to overwrite the world, confederation and country attributes. Others can be also included)

    a) League

        303,asset_id,80 (League asset ID is 80)

        303,comp_type,LEAGUE (Competition type is league)

        303,schedule_friendlydaysbefore,3 (Minimum 3 days before friendly game)

        303,schedule_friendlydaysbetweenmin,2 (Minimum 2 days between two friendlies)

        303,match_matchimportance,17 (Match importance set to 17)

b) League with promotion and relegation

767,schedule_forcecomp,776 (Link to promotion playoff Competition ID)
767,info_league_promo,13 (Promotion to Competition ID. If no promotion line not used)
767,info_league_releg,60 (Relegation to Competition ID. If no relegation line not used)
767,asset_id,14 (League asset ID is 14)
767,comp_type,LEAGUE (Competition type is league)
767,schedule_friendlydaysbefore,3 (Minimum 3 days before friendly game)
767,schedule_friendlydaysbetweenmin,2 (Minimum 2 days between two friendlies)
767,match_matchimportance,17 (Match importance set to 17)

c) Playoff

776,info_league_promo,13 (Promotion to Competition ID.)
776,asset_id,414 (League asset ID is 414)
776,comp_type,PLAYOFF (Competition type is playoff)
776,match_matchimportance,100 (Match importance set to 100)

d) Cup

287,asset_id,212 (Cup asset ID is 212)
287,comp_type,CUP (Competition type is cup)
287,match_matchimportance,22 (Match importance set to 22)

e) Supercup

357,asset_id,228 (Supercup asset ID is 228)
357,comp_type,SUPERCUP (Competition type is supercup)
357,match_matchimportance,28 (Match importance set to 28)

f) International Cup (e.g. FIFA World Cup)

1,asset_id,999 (International cup asset ID is 999)
1,comp_type,INTERCUP (Competition type is international cup)
1,schedule_seasonstartmonth,MAY (Season starts in May)
1,schedule_year_start,2013 (Competition to start in 2013)
1,schedule_year_offset,4 (Competition runs every 4 years)
1,schedule_internationaldependency,0 (International competitions are 0-notdependent)
1,match_matchimportance,100 (Match importance set to 100)

g) International Cup Qualifiers (e.g. FIFA World Cup qualifiers)

71,asset_id,991 (International qualifier asset ID is 991)
71,comp_type,INTERQUAL (Competition type is international qualifier)
71,schedule_seasonstartmonth,JUL (Season starts in July)
71,schedule_year_start,2012 (Competition to start in 2012)
71,schedule_year_offset,4 (Competition runs every 4 years)
71,schedule_internationaldependency,0 (International comps. are 0-not dependent)
71,match_matchimportance,100 (Match importance set to 100)
71,schedule_use_dates_comp,1614 (All Interqualif schedule use comp. 1614 dates)

h) Other lines
185,schedule_checkconflict,1 (Checks for conflict and Fill teams from Backup league or backup competition. Can be found in tasks.txt)
1314,standings_sort,H2HPOINTS (Table sorting by head to head points)
1314,standings_sort,H2HGOALDIFF (Table sorting by head to head goal difference)
1314,standings_sort,H2HGOALSFOR (Table sorting by head to head goals scored)

5. Stage object attributes (Normally only these lines are used to overwrite the world, confederation and country attributes. Others can be also included)

a) Setup
308,match_stagetype,SETUP (It is a setup stage. Setup is described Compobj.txt)

b) League
985,match_matchsituation,LEAGUE (The stage is a league)
985,info_prize_money,13000000 (Money for winning the stage)
985,info_prize_money_drop,10 (Money loss for being eliminated)

c) Group
226,match_stagetype,LEAGUE (This is a league type stage. Used only for group stages)
226,match_matchsituation,GROUP (This is a group stage)
226,info_prize_money,800000 (Money for winning the stage)
226,info_prize_money_drop,100 (Money loss for being eliminated)
226,advance_maxteamsassoc,1 (Maximum teams advancing per association)
226,info_color_slot_adv_group,1 (Advancing slot position in group 1 colored)
226,info_color_slot_adv_group,2 (Advancing slot position in group 2 colored)
226,advance_random_draw_event,1 (Advancing is a random event)

d) Cup
310,match_stagetype,KO1LEG (The stage is 1 leg knockout. It can also be KO2LEGS)
310,match_matchsituation,ROUNDX (This is a round of X teams knockout. It can also be QUALIFY, ROUNDX, QUARTER, SEMI, THIRDPLACE and FINAL)
310,info_prize_money,31000 (Money for winning the stage)
310,info_prize_money_drop,100 (Money loss for being eliminated)

e) Other lines

778,advance_calccompavgs,1 (Advancing teams as per calculated competition average)

244,advance_maxteamsgroup,1 (Maximum teams advancing per group)

244,advance_maxteamsstageref,226 (Maximum teams stage reference)

427,advance_randomdraw,1 (Advancing is a random event. Used only for Stage object ID lines _FCE_XXX_Draw)

429,advance_random_draw_event,1 (Advancing is a random event)

374,advance_standingskeep,365 (Advance the standings from previous stage. In replay situations win remain a win and only draws are replayed)

1419,advance_standingsrank,1406 (Advance the ranking from previous stage)

186,info_special_team_id,393 (Setup Stage special team ID if in the competition)

183,match_stadium,157 (Set the stadium ID for the stage games)

374,schedule_matchreplay,1 (Specifies that this is a replay schedule in a competitions that after a draw game ends and a replay game is played)

1448,schedule_reversed,1 (reverse schedule of the stage e.g. Calausura after Apertura)

1315,schedule_year_real,2012 (There is a real schedule in data 1. compdata/schedules)

1433,standings_checkrank,1431 (In situations like 1 v 4, 2 v 3 get the ranking from 1431)

239,standings_sort,TEAMRATING (Stage sorted by team rating)

1382,standings_sort,PREVRANK (Stage sorted by previous year team ranking)

6. Group object attributes (Normally only these lines are used. Others can be also included)

a) League, Group, Cup

245,num_games,2 (Number of games is 2 to be played between two teams)

f) Other lines

333,advance_pointskeep,330 (Advance points from the previous group object games)

333,advance_pointskeeppercentage,50 (Advance 50% points from the previous group object games)

1497,advance_standingsrank,1491 (Advance the ranking from previous group object)

352,match_stadium,180 (Set the stadium ID for the games)

220,standings_sort,TEAMRATING (Group sorted by team rating)

220,standings_sort,PREVRANK (Group sorted by previous team rating)

766,info_slot_champ,1 (Champion slot is position 1)

766,info_color_slot_champ,1 (Champion slot 1 colored)

769,info_slot_promo,2 (Promotion slot position 2 - direct promo)

769,info_color_slot_promo,2 (Promotion slot position 2 colored - direct promo)

769,info_slot_promo_poss,3 (Possible promotion slot position 3 - playoff style)

769,info_color_slot_promo_poss,3 (Possible promotion slot position 3 colored - playoff)

766,info_slot_releg,20 (Relegation slot is position 20 - direct relegation)

766,info_color_slot_releg,20 (Relegation slot posititon20 colored - direct relegation)

986,info_slot_releg_poss,16 (Possible relegation slot is position 16 - playoff style)

986,info_color_slot_releg_poss,16 (Possible relegation slot posititon16 colored - playoff)

766,info_color_slot_champ_cup,2 (Euro Champions cup slot position 2 colored)

766,info_color_slot_euro_league,5 (Euro league slot position 5 colored)
1408,info_color_slot_adv_group,5 (Advancing slot position in group 5 colored)

7. Some other object attributes (There are many attributes but will only analyze some that are very important)

765,schedule_year_real,2012 (stage object ID has a specific schedule file in the schedule folder and it is for the year 2012)