Compdata tutorial

1) activeteams : Not an important table at all, this just has 64 entries.

2) advancement : Details which teams (or league positions or cup tie winners) advance to which stage or which competition.

3) compids : ID of every competition, not needed to change unless you change the next compdata file.

4) compobj : Sets compids for each competition, sets number of matches per stage, sets number of stages and their types, for example, it defines whether it’s a league competition or a cup competition (and subsequently sets its stages).

5) initteams : Dictates the initial teams in the first season in career mode (change it if you want to change stuff such as super cups or which clubs for example enter from the third round of the EFL cup instead of the second round, which clubs are in champions league first season, etc.)

6) Objectives : What stage or position of a competition is needed to mark the objective as successful.

7) Schedule : Sets the schedule for matches for every competition, like number of matchday, day of match, time of match, number of matches in one time slot, etc. for each competition.

8) Settings : This determines the settings for each competition, such as the rules, prize money, what stagetype is it, which nation is this competition for, promotion and relegation, qualification for continental competitions. This is a very important table.

9) Standings : Number of teams in a competition stage or a league, edit this table if you want more / less teams in a league.

10) Tasks : This tells the game what to do at the start and at the end of a competition, such as which teams, leagues, or nations are in it. Very important if you’re editing continental competitions.

How to identify where the compdata issue is and what compdata file it correlates to

Issue in advancement.txt -> Game doesn’t send the correct team to the next stage, instead places a TBD team there, and the competition does not progress beyond the stage with the TBD team (check if the advancements are done correctly with correct number of teams to the correct stage)

Issue in compids.txt ->Competition does not exist in career mode/tournament mode

Issue in compobj.txt ->

Issue #1 : Immediate crash when trying to start a new career (issue with not leaving a space when there should be a space between commas in the line or the compids not being assigned correctly)

Issue #2 : Competition/competition stage does not appear (ids are not assigned correctly to the nation/stage/competition/etc.)

Issue in initteams.txt -> game crashes after tournament ends (check if the initteams table has the same number of lines per competition as tasks.txt updatetable lines and that they are numbered correctly)

Issue in objectives.txt -> Game does not load up the objectives correctly

Issue in schedule.txt -> Stage does not happen/finish early/etc. (check if the schedule is done with the correct teams, correct number of matchdays, etc.)

Issue in settings.txt ->

Issue #1 : Competition/Stage does not happen (check if the lines that reference compids are done correctly)

Issue #2 : Not correct settings for competition (check if the competition’s settings occur correctly and are assigned to the correct ids)

Issue in standings.txt -> Game crashes when you try to enter the competition’s table or the competition does not pass beyond a certain stage (check if it is the correct number of teams for the correct group)

Tasks.txt ->

Issue #1 : Competition does not start (check if the correct number of teams are assigned to start at the correct stage in tasks.txt and if they are taken correctly from the competition)

Issue #2 : Game crashes at the end of the competition (because of updatetable lines, check with initteams if the correct number of teams are done correctly)