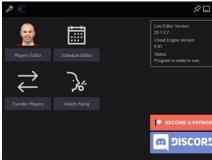
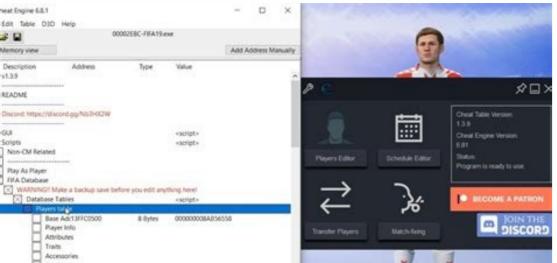
Fifa 18 cheat engine 6. 7

l'm not robot!













FIFA 18 - Career mode Cheat Table Special thanks to gaelyoh for sharing the game with me. Cheat table for FIFA 18. Designed to improve your experience with Career game mode. To run this tool you need to install Cheat Engine 6.7. What is Cheat Engine 6. Movement Unique Run Style Sterling Robben Messi Fernando Torres Yaya Toure Jordi Alba Luis Suarez Kante Unique Sprint Style Messi Cristiano Ronaldo Robben Yaya Toure Bale Neymar/Jordi Alba Editing Database Players table Editable OVR/POT/POS/NATIONALITY etc. Editable Attributes Editable Appearance Editable Skill moves & Weeakfoot Teamkits Table Manager Table Editable Player Unlock "Edit Player" in career menu Edit Player Editable Player Editable Player Training Sessions Sessions Training S Releasing Players Player Contract Disable negotiation Edit Job Offer Ability to edit existing job offer Ability to edit existing job offer and choose club/national team you want to manage Transfer HUB Change Release Clause value to 1\$ (only for players with release clause) Allow Transfer approach (hire players which are "unwilling to relocate") Transfer Window Configuration Editable Transfers.ini & Transfers.ini Sim Match Settings Max_cards = 0 Max_injuries = 0 Don't lose stamina Match Settings Change Stadium Time of Day Weather Half Length (min. 1minute - max. 30minutes) Side Changer CPU vs CPU Control Home Team Control Away Team Morale Disable Morale MORALE LEVELS (more happier players) Scouts Management Global Transfer Network Reveal player data (scouting players in every scout report) Reveal ovr and pot PRIMARY ATTRIBUTES RANGE = [10, 20] (higher primary attributes) SECONDARY ATTRIBUTES RANGE = [10, 20](higher secondary attributes) 100% chance for 5* weak foot 100% chance for 5* skill moves MIN_PLAYER_AGE_FOR_PROMOTION = 12 YOUTH_PLAYER_AGE_FOR_PROMOTION = 12 YOUTH_PLAYER_FOR_PROMOTION = 12 Y Match Timer Unlimited Substitutions Disable Substitutions 5 stars skill moves Injured/Never Tired players Tired/Never Tired players Tired/Never Tired players Tired/Never Tired players Manipulate Match score You can send a donation, if you want to: Donate via PayPal Download from Mega.nz Download from GitHub F.A.Q: Video tutorial by Und3rcov3r Nerd Last edited: Feb 26, 2018 hey mate. thanks for this. could you possibly get the edit potential again? I don't know. Script created by lampuiho is not working, so I need to create a new one. :/ Thank you so much! I have the trial and your fix @fearless... works fine but what does the function "Unlock "Edit Player" do? If i enable it, should i be able to edit the player? €dit: oh i didnt refresh the site, you answered the question Wahoo thank you so much!!!! Seems to be working great, if you could remove the fog of war so players can be signed/viewed without scouting that'd be great as it for me is the greatest annoyance of career mode! Seems to be working great, if you could remove the fog of war so players can be signed/viewed without scouting that'd be great as it for me is the greatest annoyance of career mode! Seems to be working great, if you could remove the fog of war so players can be signed/viewed without scouting that'd be great as it for me is the greatest annoyance of career mode! without scouting that'd be great as it for me is the greatest annoyance of career mode! This is in the table GTN -> Activate scripts BEFORE you load your fix @fearless... works fine but what does the function "Unlock "Edit Player" do? If i enable it, should i be able to edit the player? €dit: oh i didnt refresh the site, you answered the question "Edit player" is locked by default if you didn't bought this item in EASFC catalogue, or if you are playing offline. It's not possible to edit player stats atm. Aranaktu, you move fast this year. In fifa 17, the only reason for me to play some was your CE Table which allowed some editing for ini. files. This year seems to be more promising and cheat engine the best hope for ini. editing, so I need to create a new one. :/ ah ok. thanks for what you have done far. hope you can get that in there. it really irritates me that EA still havent fixed their create player function to contain potential, composure, skill rating, work rates & traits. so i use your cheat table to fix my players. always appreciated. Aranaktu, you are back at it again, awesome. Now I am even more hyped to start my own career on Friday. Nice, Aranaktu, super nice. Is it hard to create this table or can you update some adresses from the FIFA 17 one? Also, how much "old" features related to the National and Club ID aswell as the "Playerregen=0"? These were the ones I was using the most. Best regards! Aranaktu, you are back at it again, awesome. Now I am even more hyped to start my own career on Friday. Nice, Aranaktu, super nice. Is it hard to create this table or can you update some adresses from the FIFA 17 one? Also, how much "old" features do you think will find it's way into this one? Can I expect the features related to the National and Club ID as well as the "Playerregen=0"? These were the ones I was using the most. Best regards! It's not hard (except lampuiho script), but it's time consuming. Probably everyting from old table will be imported to the new one, but dunno how long it will take. Aranaktu, what do you say, this year can we see a playergrowth.ini or career regenplayerattributes.ini in the dlc folder? If we could edit those it would solve a lot of problems. I didn't checked which .ini files are loaded into game memory. I give a try to career mode and it's pretty much the same as last year and added some worthless and boring cut scenes. So a cheat engine table with at least same features as last year would be very usefull. Update 29.09.2017 - Added "Players" located in fifa database in upcoming days. WARNING!! Make a backup save of your career mode progress before you edit anything in "Player Data". Otherwise you may lose your whole progress. Join discord channel to check news about update and development progress. Direct download link: []9nTDiZ!rjg-LPW-HFkB9JIInaNYIcys9-wV0WW8sHBVAYRzpA0 Update 30.09.2017 - Updated "Player Data". know if I forgot about something important - Added "Edit Job Offer". Join discord channel to check news about update and development progress. Direct download link: ZUEiwLyA!rP65TiwI0ew8bSIerStG04y2SgADGt7tEKXSIq4EbQI Page 2 As you know, Frosty Editor will not be usable by most of us since the development progress. key that he holds so dear to his hart. This means that Fifa 18 will not be moddable, so no difference from fifa 17, resulting in Aranaktu's cheat engine table to become crucial if we want any chance of tweaking at least some poor ini. files for career mode. If possible Aranaktu, add the string with regenerated players to have 16 years old and higher overall and potential for them, although once added everyone can tweak the values by his liking. Also, please, something possible for playergrowth.ini? This would be the biggest find. Hi would it be possible to add "preferred position 4" in the cheat table as well? edit: i noticed a bug, too. "preferred position 3" seems to actually be position 4, and pos 3 is missing Evening @Aranaktu , is it with "shoetypecode" possible to change the boots? EDIT: ah i need to klick in the square and then they will change. I think i will make a new shoelist, like in 17 Last edited: Sep 30, 2017 Hi would it be possible to add "preferred position 4" in the cheat table as well? edit: i noticed a bug, too. "preferred position 3" seems to actually be position 4, and pos 3 is missing Sure, I'll fix it tomorrow. 1. In table go to Editing Player -> Player Data -> Activate "Player Data -> Activate "Player Data" script 2. Go to squad hub 3. Select player 4. And in table again Accessories -> shoetypecode. Made a new Boots ID List, hf 1. EA Black/White 3. EA Black/White 3. EA Black/White 4. EA Black/White 5. EA Black/White 6. EA Black/White 7. EA Black/White 10. EA Black/White 11. EA Black/White 12. EA Black/White 11. EA Black/White 12. EA Black/White 12. EA Black/White 12. EA Black/White 13. EA Black/White 14. EA Black/White Magnetic Storm 22. Adidas Ace 17+ PURECONTROL Energy Aqua 23. Adidas Ace 17+ PURECONTROL Thunder Storm 24. EA Black/White 25. EA Black/White 26. Adidas Copa 17.1 Dust Storm 28. EA Black/White 29. Adidas Copa 17.1 Dust Storm 30. Adidas NEMEZIZ 17.0 Magnetic Storm 31. Adidas NEMEZIZ 17.0 Mag 17.0 Ocean Storm 32. Adidas NEMEZIZ 17.0 Black 33. EA Black/White 35. Adidas NEMEZIZ 17.1 White/Red 36. Joma Vulcano 2.0 37. Hummel Rapid X Black/White 39. EA Black/ FG Thunder Storm 43. EA Black/White 54. EA Black/White 55. EA Black/White 50. EA Black/White 55. EA Black/White 55. EA Black/White 56. EA Black/White 56. EA Black/White 56. EA Black/White 57. EA Black/Wh Black/White 57. EA Black/White 58. EA Black/White 69. EA Black/White 6 Black/White 71. Umbro Velocita 3 Yellow/Blue 73. Umbro Velocita 3 Black/White 75. EA Black/White 75. EA Black/White 75. EA Black/White 77. Umbro Velocita 3 Black/White 75. EA Black/White 75. EA Black/White 75. EA Black/White 76. EA Black/White 77. Umbro Velocita 3 Black/Blue 79. Umbro Velocita 3 Black/Blue 79. Umbro Velocita 3 Black/White 76. EA Black/White 76. EA Black/White 76. EA Black/White 76. EA Black/White 77. Umbro Velocita 3 Black/Blue 79. Umbro Velocita Armour Clutchfit Force 3.0 Black/White 93. EA Black/White 93. EA Black/White 90. EA Black/White 91. EA Black/White 93. EA Black/White 93. EA Black/White 94. EA Black/White 95. EA Black/White 96. Mizuno Morelia Neo II Blue 97. Mizuno Morelia Neo II Orange 98. EA Black/White 104. EA Black/White 105. Asics DS Light X-Fly 3 SL 107. Nike Tiempo Legend V White/Black/Red 108. Nike Hypervenom Phantom White / Black / Total Orange / Volt / Pink 109. Nike Magista Obra White/Black/Pink Blast/Volt 110. Nike Tiempo Mystic V FG White/Black/Total Orange 111. Puma Evopower 1.3 Yellow/Atomic Blue 112. PUMA evoSPEED SL Safety Yellow 113. New Balance Visaro Red Wine/Green 114. New Balance Visaro Black/Green 115. New Balance Visaro Black/Yellow 116. New Balance Visaro Orange 117. New Balance Visaro Orange 117. New Balance Visaro White/Yellow 119. Umbro Velocita 2.0 dazzling blue/white/fiery coral 121. Umbro Velocita 2.0 dazzling blue/White/Intervision Velocita 2.0 dazzling blue/White/Intervisio Mercurial Superfly White / Black / Volt / Total Orange / Hyper Pink 124. Nike Mercurial Superfly V Crimson/Yellow/Pink/Black 125. Adidas ACE 16.1 Primeknit Womens White/Solar Gold/Shock 127. Adidas X 15.1 Fwhite/Blue/Red 128. Umbro Medusa Blue/Red 129. EA Black/White 130. Adidas ACE 16.1 Dark Space 131. Adidas ACE 16.1 Mercury Pack 132. Adidas ACE 16.1 Viper Pack 133. Adidas ACE 16.1 Stellar Pack 134. Adidas ACE 16.1 Speed of Light 135. Adidas ACE 16.1 Speed of Light 135. Adidas Ace 16+ Dark Space 136. Adidas Ace 16+ Viper Pack 138. Adidas Ace 16+ Speed of Light 139. Adidas Ace 16+ Stellar Pack 140. Adidas adiZero 99Gram 141. Adidas Messi 16.1 Speed of Light 142. Adidas Messi 16+ Blackout 144. Adidas X 16.1 Mercury Pack 145. Adidas X 16.1 Speed of Light 142. Adidas X 16.1 Speed of Light 142. Adidas X 16.1 Speed of Light 143. Adidas X 16.1 Speed of Light 144. Adidas X 16.1 Speed of Light 145. Adidas X 16.1 Speed of Light 145. Adidas X 16.1 Speed of Light 146. Adidas X 16.1 Speed of Light 145. Adidas X 16.1 16+ Dark Space 152. Adidas X 16+ Intersport 153. Adidas X 16+ Speed of Light 155. Adidas X 16+ Spee Yellow/Black 161. Asics Menace 3 Spice Orange/White 162. Lotto Zhero Gravity VIII 700 Orange/White 163. Joma Champion Max Black/Yellow 164. Joma Champion Max Black/Yellow 164. Joma Champion Max Black/Yellow 167. Mizuno Basara 101 KL - Black/Green Gecko 168. Mizuno Morelia II Blue 169. Mizuno Wave Ignitus 4 Blue 170 Mizuno Wave Ignitus 4 Red 171. New Balance Furon Bright Cherry/Galaxy/Firefly 172. New Balance Visaro Galaxy/Bright Cherry/Firefly 173. Nike Hypervenom Phantom II Volt/Black/Hyper Turq 175. Nike Hypervenom Phantom II Volt/Black/Green 174. Nike Hypervenom Phantom II Volt/Black/Hyper Turq 175. Nike Hypervenom Phantom II Volt/Black/Black-Volt 176. Nike Hypervenom Phantom II Volt/Black/Hyper Turq 175. Nike Hypervenom Phantom II Volt/Black/Black-Volt 176. Nike Hypervenom Phantom II Volt/Black-Volt 176. Nike Hypervenom Phantom II Volt/Black/Black-Volt 176. Nike Hypervenom Phantom II Volt/Black-Volt 176. Nike Hypervenom Phantom I Magista Total Crimson/Black/Volt 177. Nike Magista Obra II Volt/Black/Pink Blast/Volt 178. Nike Magista Obra II Volt/Black/Total Orange/Pink 180. Nike Mercurial Superfly V Pure Platinum/Black/Ghost Green 181. Nike Mercurial Superfly V Crimson/Yellow/Pink/Black 182. Nike Mercurial Superfly V Pure Platinum/Black/Ghost Green 181. Nike Mercurial Superfly V Pure Platinum/Black/Ghost Green 181. Nike Mercurial Superfly V Pure Platinum/Black/Chost Green 181. Nike Mercurial Superfly V Pure Platinum/Black/Ghost Green 181. Nike Mercurial S Superfly White / Black / Volt / Total Orange / Hyper Pink 183. Nike Tiempo Legend VI Clear Jade/Black/Clear Jade 186. Pirma Brasil Accurate Aqua/Silver 187. Pirma Supreme Spry Black/Clear Jade 186. Pirma Brasil Accurate Aqua/Silver 187. Pirma Supreme Spry Black/Clear Jade 186. Pirma Brasil Accurate Aqua/Silver 187. Pirma Brasil Accurate Aqua/Silver 188. Pirma Brasi evoPower 1.3 Tricks Yellow Pink 190. Puma evoPower 1.3 Red/Black 192. Puma evoPower 1.3 Red/Black 192. Puma evoSpeed SL White/Red 193. Puma evoSpeed SL White/Red 194. Puma evoSpeed SL White/Red 194. Puma evoSpeed SL White/Red 195. Puma evoSpeed SL White/Red 194. Puma evoSpeed SL White/Red 194. Puma evoSpeed SL White/Red 195. Puma evoSpeed SL White/Red 196. Puma evoSpe 198. Umbro Medusae White/Black/Grenadine 199. Umbro UX-Accuro Black/White/Grenadine 200. Umbro UX-Accuro Grenadine/Black/Rocket II Black/White/Crenadine 203. Umbro Velocita II Black/White 205. Under Armour Clutchfit Black/Rocket Red/White 206. Under Armour Clutchfit High-Vis Yellow/Black/Red 207. Under Armour Spotlight Pro 2.0Rocket Red/High Vis Yellow 208. Under 17+ PURECONTROL Red/Black 213. Adidas Ace 17+ PURECONTROL Solar Green 214. Adidas Ace 17+ PURECONTROL Camouflage 215. Adidas Messi 16+ Blue/Red 216. Adidas Messi 16+ White/Red 218. Adidas X17 Blue/Red 219. Adidas X17 Blue/Red 219. Adidas X17 Black 220. Adidas X17 Red/Black 221. Adidas X17 Solar Green 222. Adidas X17.1 Camouflage 223. Adidas Copa 17.1 Red/White 224. Adidas Copa 17.1 Black/White 225. Adidas Copa 17.1 Black/White 226. Adidas Copa 17.1 Black/White 226. Adidas Copa 17.1 Black/White 229. Adidas Copa 17.1 Black/White 228. EA Black/White 229. Adidas Copa 17.1 Black/Whit 17 green 233. Puma evospeed 17 green 234. Puma evospeed white/Darkblue 235. Nike Mercurial Superfly V Green 238. Nike Magista Obra II Red 237. Nike Mercurial Superfly V Green 238. Nike Magista Obra II Red 237. Nike M White/Yellow 242. Nike Mercurial Superfly V Pink/White 243. Nike Tiempo V White/Green 244. Mizuno Morelia II Blue 245. Mizuno Morelia II Red 246. New Balance Furon Bright Cherry/Galaxy/Firefly 247. New Balance Visaro Galaxy/Bright Cherry/Firefly 248. New Balance Furon 2.0 Red 249. New Balance Visaro 2.0 Grey/Red 250. Umbro Velocita II Purple 251. Umbro Medusae II Purple 252. Umbro Velocita II Green/Purple 253. Nike Hypervenom Phantom III NJR X Jordan 254. EA Black/White Hey bro, thx for table. Can you add stadium, pitch pattern and goalnets style and color changes please? @Aranaktu Update 01.10.2017 - Maic updated his BootsID list! You can find it in first post! Thanks Maic! - Added preferredposition4 to "Player Data" - Added "Youth Academy". Join discord channel to check news about update and development progress. Direct download link: tQsXiAJQ!NQg9ATKY5PKVyjycPlvy57TVxPrmp30d5HzTkyLtG3U thanks aranaktu. excellent as always. i tried to add fitness to it last year but it didn't work. do you have any idea why the index settings dont work? could you add the board sacking ini setting please? Update 01.10.2017 - Maic updated his BootsID list! You can find it in first post! Thanks Maic! - Added "The Journey" -> "99 Skill Points". - Added "Youth Academy". Join discord channel to check news about update and development progress. Direct download link: tQsXiAJQ!NQg9ATKY5PKVyjycPlvy57TVxPrmp30d5HzTkyLtG3U It's awesome but is there any chance you could look at Edit Player to only edit the player in question? When I change a player position or add a trait, it applies it to loads of players for some reason. In an ideal world, I'd love to be able to change a player age, add a few traits, remove injury prone and any secondary positions. I hate my OCD but it drives me mad having a LB that plays as striker also... Thank you Update 01.10.2017 - Maic updated his BootsID list! You can find it in first post! Thanks Maic! - Added preferred position4 to "Player Data" -Added "The Journey" -> "99 Skill Points". - Added "Youth Academy". Join discord channel to check news about update and development progress. Direct download link: tQsXiAJQ!NQg9ATKY5PKVyjycPlvy57TVxPrmp30d5HzTkyLtG3U Thank you so much for currently updating the table! Can't wait until more features are being added. Best regards! It's awesome but is there any chance you could look at Edit Player to only edit the player in question? When I change a player position or add a trait, it applies it to loads of players for some reason. Thank you I saw this earlier too, but I found a way around that. Assuming that you 'check' the boxes of the attributes that you want to change, do it when you've accessed the player edit screen on the player you want. So go in, check the boxes, save and exit, uncheck the boxes of the attributes that you want to change, do it when you've accessed the player edit screen on the player you want. So go in, check the boxes of the attributes that you want to change, do it when you've accessed the player edit screen on the player you want. So go in, check the boxes of the attributes that you want to change, do it when you've accessed the player edit screen on the player you want. boxes, save and exit, uncheck the boxes. Yeaaa, thank you! Aranaktu, maybe training skills to add acceleration and sprint speed? I do not understand those guys at EA, what can be that hard to make some minor changes if many people ask? Hey Aranaktu, I have one question. When can we expect the "Playerregen=0" feature? I tried your old "FIFA 17 How to edit ini files with Cheat Engine" method but unfortunaly it doesn't work anymore. Best regards! Changes made to players don't seem to be saved in game. For those who works, what are the steps? I change what I need to change, apply and exit, but no changes. To player name I see a number and only potential seems to be saving. Changes made to players don't seem to be saved in game. For those who works, what are the steps? I change what I need to change, apply and exit, but no changes. To player name I see a number and only potential seems to be saving. VIDEO created by Und3rcov3r Nerd: Video created by me: 0. Make backup of your save data before you edit anything! Otherwise you may lose your progres. 1. In table go to Editing Player -> Player Data -> Activate "Player Data" script 2. Go to squad hub 3. Select player 4. Edit stats in table Hey Aranaktu, I have one question. When can we expect the "Playerregen=0" feature? I tried your old "FIFA 17 How to edit ini files with Cheat Engine" method but unfortunaly it doesn't work anymore. Best regards! Was this feature even working? Page 3 Hello all, it has been a longer time since i have been here on this forum. First of all ty to Aranaktu and all other people that are helping out and making the FIFA experience much better. I have a few questions regarding the boots. Is there a way where i can add all these boots ingame permanently so that i don't need to open Cheat Engine every time i want to change the players boots in career mode? Basically forcing FIFA 18 to save these hidden boots permanently to the game? Edit: When i make a X at shoetypecoP nothing happens? What is the next step? Do i need to add the boot list somewhere? Im new to Cheat Engine. Is there a way where i can add all these boots ingame permanently so that i don't need to open Cheat Engine every time i want to change the players boots in career mode? Basically forcing FIFA 18 to save these hidden boots permanently to the game? In theory it should be possible, but you can't do this trick with this cheat table atm. Edit: When i make a X at shoetypecoP nothing happens? What is the next step? I've showed how to change boots here: 2:00 Ok ty, i didn't knew that i need just to change the value. Pretty simple. Saving these boots somehow to FIFA would be sick. Aranaktu, do you have codes for bodytypes? This year seems different than last years. Height and weight show strange numbers, name is just a code...can anything be done? Aranaktu, do you have codes for bodytypes? This year seems different than last years. Height and weight show strange numbers, name is just a code...can anything be done? All values only looks strange. But if you check them in database it will become guite logical. Formula is simple: (val you want to have) - (Min val) = number to put in Cheat Engine Height: min. value = 130 max. value = 215 So, if cheat engine shows "65" then your player height is 195 cm (195 - 130 = 65) Bodytype: Maybe this list from sofifa.com will work C.Ronaldo bodytype should be 15 (because min. val for bodytype is 1) great work again. thanks for this. I tried later... That's just it, I see some players with the value 0 to bodytype, so I'm assuming 0 is for 1 last year and so on...anyway I'm going to check and come back with an answer. And for name of the players what is to be understood from that number? That's just it, I see some players with the value 0 to bodytype, so I'm assuming 0 is for 1 last year and so on ... anyway I'm going to check and come back with an answer. And for name of the players what is to be understood from that number? Game is probably using "playernames" table to translate it. Hope to see "Unlock Restart Match" Edit Player -> Choose player you want to edit -> make your changes in table - Added "PLAYERREGEN" table to translate it. = 0" to "Youth Academy". Join discord channel to check news about update and development progress. Direct download link: 0Rck1JSB!Ve-oCY hYztopel8k-lZG-F11Kra5s0MJzldQw8NFwo Page 4 Thx u, god job Now there is something very wrong here...attributes for training that are not included by default in the list do not show in game, although the file is modifyed like i did for FIFA 16, where everything is ok. I'm starting to believe the files are different this year for ini. at least. Aranaktu, the value -1 cannot be inserted.? I'm seing this in the transfers, where -1 is activating all the teams for transfer market. this, please share you conclusions. I've been testing this and it does not work [TRANSFER] // These are the number of teams in the leagues NUM USER LEAGUE TEAMS WITH ACTIVITY = 4 NUM TOP LEAGUES TEAMS WITH ACTIVITY = 13 NUM MEDIUM LEAGUES TEAMS WITH ACTIVITY = 1 NUM LOWER LEAGUES TEAMS WITH ACTIVITY = 1 NUM NON EUROPEAN LEAGUES TEAMS WITH ACTIVITY = 1 N i'm happy i found this forum i remember playing with these files on fifa16 but was never able to find them for fifa17, so a big thx for sharing this ! I did notice one thing and i will test it tomorrow what it is (at work atm), but one of the options is clearly fucking with the skills (skill moves / fake shots) that they just don't work. It could also be from the new update , but since i don't see anyone else complaining about it on the official forums makes me certain that it is one of the files. I will keep you updated. Cmsettings Now there is something very wrong here...attributes for training that are not included by default in the list do not show in game, although the file is modifyed like i did for FIFA 16, where everything is ok. I'm starting to believe the files are different this year for ini. at least. Aranaktu, the value -1 cannot be inserted.? I'm seing this in the transfers, where -1 is activating all the teams for transfer market. I set my transfer.ini as follows: NUM USER LEAGUE TEAMS WITH ACTIVITY = -1 NUM TOP LEAGUES TEAMS WITH ACTIVITY = -1 NUM MEDIUM LEAGUES TEAMS WITH ACTIVITY = -1 NUM LOWER LEAGUES TEAMS WITH ACTIVITY = -1 NUM NON EUROPEAN L MIN TEAM SIZE TO START APPROACHING = 20 And I've had wayyy more transfer offers than vanilla by a big difference so it must be working IMO. Also changing deadline day to 24 hours instead of 10 in transfers.ini of course helps as well Cmsettings I set my transfer.ini as follows: NUM USER LEAGUE TEAMS WITH ACTIVITY = -1 NUM TOP LEAGUES TEAMS WITH ACTIVITY = -1 NUM MEDIUM LEAGUES TEAMS WITH ACTIVITY = -1 NUM LOWER LEAGUES TEAMS WITH ACTIVITY = -1 NUM NON EUROPEAN L MIN TEAM SIZE TO START APPROACHING = 20 And I've had wayyy more transfer offers than vanilla by a big difference so it must be working IMO. Also changing deadline day to 24 hours instead of 10 in transfers.ini as follows: NUM USER LEAGUE TEAMS WITH ACTIVITY = -1 NUM TOP LEAGUES TEAMS WITH ACTIVITY = -1 NUM MEDIUM LEAGUES TEAMS WITH ACTIVITY = -1 NUM = -1 // These teams have only the 10% of chances of activity MIN TEAM SIZE TO START APPROACHING = 20 And I've had wayyy more transfer offers than vanilla by a big difference so it must be working IMO. Also changing deadline day to 24 hours instead of 10 in transfers.ini of course helps as well Something like that looks my file too, but does not seem to work also. Upload your ini. file and maybe Aranaktu will insert yours, see what happens. What do you say about training? Why do not appear acceleartion, sprint speed and the other not in the default game? I tried it in FIFA 17 but only managed to make acceleration trainable. Other attributes were also showing up but couldn't be trained somehow. Last year I also edited playergrowth.ini, scout.ini and transfer.ini with great success imo. I will test it for FIFA 18 tomorrow... Update 03.10.2017 - Added qasar80's script (without "training progress.ini") - "Easy Player Edit" script. In FIFA 18 go to Squad -> Edit Player -> Choose player you want to edit -> make your changes in table - Added "PLAYERREGEN = 0" to "Youth Academy". Join discord channel to check news about update and development progress. Direct download link: 0Rck1JSB!Ve-oCY hYztopel8k-IZG-F1IKra5s0MJzldQw8NFwo Thank you so much, Aranaktu. I'll test the table tomorrow and will send feedback! Best regards! Something like that looks my file too, but does not seem to work also. Upload your ini. file and maybe Aranaktu will insert yours, see what happens. What do you say about training? Why do not appear acceleration, sprint speed and the other not in the default game? If there's no other ini/lines that control transfer activity it has to be working, I did a 24 hour deadline day and I sold 4 players, had 3 transfers break down and loaned out 3 youngsters, that never happens normally! This is my transfer.ini: I haven't tried changing training at this point as it's not my primary focus. Is there yet a way how i can save the boots from the ID list to my FIFA without using cheat engine every time? Ok, it seems not all scripts work via cheat engine, meaning that either the ini. file is different in fifa 18 or it is in relation or controlled by other file elsewhere, which means we have to wait for FrostyEditor. I still have to test on long term in career mode playergrowth.ini, but early results look good, young players grow by a few points during a year. Also, Aranaktu, is there any way you can enable player name to be edited like last year, meaning to be able to writte the names? Update 04.10.2017 - Added some pointers to "Easy Player Edit". Join discord channel to check news about update and development progress. Direct download link: 1RdABBJR!8]]QxF86zxU1ld5j9ciIAfkkLCBnh EvQiLAR57Lvpc Ok, it seems not all scripts work via cheat engine, meaning that either the ini. file is different in fifa 18 or it is in relation or controlled by other file elsewhere, which means we have to wait for FrostyEditor. I still have to test on long term in career mode playergrowth.ini, but early results look good, young players grow by a few points during a year. Also, Aranaktu, is there any way you can enable player name to be edited like last year, meaning to be able to writte the name in the case and not just show the code for the name, because in fact only that allows to edit the names? It's possible, but I cannot find valid pointer for it. Dunno when I'll add it. Thank you man, i'm following T in FIFA 17. Back then it did what it was supposed to do: Stop generating regenerated players. E.g. you won't find an amazing young portugese LF player after Ronaldo retired. You actually need to use your Youth Academy. But in FIFA 18 the feature doesn't work at all. I simulated 9 Seasons now and no player retires anymore. Even though they're 45+ years old, they just won't retire. Suspicious is that it says "This player is retiring in the end of the season" [I don't know if that's the exact phrase in the English version, I am playing with a different language but I hope everyone knows what I mean] when they reach their normal retiring age but as I said, they just won't. The stats are decreasing and decreasing but nothing happens. Next thing is: No AI controlled team uses their Youth Academy(s) anymore. So there won't be any new players [in your Youth Academy] they still can move to another team). So, unfortunately this feature makes the entire career mode unplayable, which is extremly sad, because it was working perfectly back in FIFA 17 and brought so many enjoyment to me. Maybe there are other .ini files now, like some of you suggested, which control some key features - who knows. I hope my feedback is/was a bit helpful. But nonetheless huge thanks to Aranaktu who keeps our all hopes alive to modify some values in FIFA. You're the best man, keep up this amazing work. Best regards! PS: Sorry, if this post is full of mistakes etc. Please keep in mind that English is not my native language and it's super late but I wanted to give feedback since I said I'll do. i playing career with leeds team and just us editing budgeet cheat - alot player to buy but first seasen loading game crashing !! without error !! Is it possible to tune down the regens ? I like that there is many of them after a season , but in the higher league's regens go from 80-94 and that's pretty crazy. Page 5 Is it possible to tune down the regens ? I like that there is many of them after a season . them after a season, but in the higher league's regens go from 80-94 and that's pretty crazy. You mean youth players from the academy or regenerated by cpu at random tems? Last ones I'm intrested in, because I tweked playergrowth and scot.ini but not tested it full yet. regenerated player by the cpu i mean it's kind off awesome but after 5 seasons at this rate it will be packed with 90 + players. The nice thing is they don't ask much in wages xD This btw is from the normal package, not your ini files . Edit one question : i downloaded your ini files but where do i put them (i'm a total noob with this). Would it be possible change faces of generated players and commentary names? I think up until fifa 16 youth players with common names did get a shout from the commentators, ive seen people edit pro club call names with cheat engine. And faces should have ids just like hairstyles do or not? Wow i'm happy i found this forum i remember playing with these files on fifa16 but was never able to find them for fifa17, so a big thx for sharing this ! I did notice one thing and i will test it tomorrow what it is (at work atm), but one of the options is clearly fucking with the skills (skill moves / fake shots) that they just don't work. It could also be from the new update , but since i don't see anyone else complaining about it on the official forums makes me certain that it is one of the files. I will keep you updated. I think the problem isnt the table itself but tabbing out of the game. Had this happen to me in the demo aswell. I would tab out mid game and suddenly skill moves wouldnt work unless i restarted the game. Would it be possible change faces of generated players and commentators. ive seen people edit pro club call names with cheat engine. And faces should have ids just like hairstyles do or not? I think the problem isnt the table itself but tabbing out of the game. Had this happen to me in the demo aswell. I would tab out mid game and suddenly skill moves wouldnt work unless i restarted the game. Yeah i haven't had it before ran diferent files etc.. so i ques its game related , like tabbing out or something. regenerated player by the cpu i mean . I just finished my first season and now their are regens with 80 even 90 + overall , i mean it's kind off awesome but after 5 seasons at this rate it will be packed with 90 + players. The nice thing is they don't ask much in wages xD This btw is from the normal package, not your ini files. Edit one guestion : i downloaded your ini files but where do i put them (i'm a total noob with this). My ini. files are those in the cheat engine table called user.ini. by Aranaktu. Did you checked those? My damned windows died and now I'm waiting for someone to reinstall it and now I can' play fifa. Side guestion: If I install windows 10 (I had win 7 untill now), will creation master work for fifa 16 or will I have problems, does anyone know what problems, does anyone know what problems could this win 10 rise for fifa 16 tools? My ini. files are those in the cheat engine table called user.ini. by Aranaktu. Did you checked those? My damned windows died and now I'm waiting for someone to reinstall it and now I can' play fifa. Side question: If I install windows 10 (I had win 7 untill now), will creation master work for fifa 16 tools? Ok just played / simmed an entire season with your files and : Playergrowth : Don't see any difference Playerretirement : no idea vet, prob need to sim a few more for this. Scout : potentional seams to be a bit jumpy after you sign them, like one month their potential is 94 and the next its 87, but if you then give him some training it goes to 91 for example. Training files : missing long passing (its not there anymore) Transfers : seems to be working good, i have alot more transfers specially for my shit players. Only thing that could make this better that the transfers could go trough a 100% Side question: If I install windows 10 (I had win 7 untill now), will creation master work for fifa 16 tools? CM and DBM work for me on my W10 tower, no issues at all. But FM does not, so I have that on my W7 laptop. Ok just played / simmed an entire season with your files and : Playergrowth : Don't see any difference Playerretirement : no idea yet , prob need to sim a few more for this. Scout : potentional seams to be a bit jumpy after you sign them , like one month their potential is 94 and the next its 87, but if you then give him some training it goes to 91 for example. Training files : missing long passing (its not there anymore) Transfers specially for my shit players . Only thing that could make this better that the transfers could go trough a 100% For playerretirement I set all regenearted players to be 16 years old and min. retirement age at 33, but that is hard to test. In scout.ini I did the most tweaking for weak foot, skill moves, potential should not be under 89, so there is clearly some other file influencing ini. files, like training also, which does not show accel., sprint speed, balance,

strenght and a few other. I hope someone could take a look at least at the ini. files to see if they are the same as last year, given that we work on last year, given that we work on win.10? That's bad news, I don't have a backup system. Anyone elese on win 10 who has same problem? If that is a wide spread problem I'll go with win 7 again. Fifa 18 runs well on it on direct x 11. @qasar80 is there a way to just activate your transfers.ini with other things from the cheat engine table? And the tweaking from the weak foot / skills moves is pretty good to , i mainly saw guys with 4/5* or 3/5* and really rare someone (but with great potential) that only had 1/4* something like that. @qasar80 is there a way to just activate your transfers.ini with other things from the cheat engine table? And the tweaking from the cheat engine table? And the tweaking from the weak foot / skills moves is pretty good to , i mainly saw guys with 4/5* or 3/5* and really rare someone (but with great potential) that only had 1/4* something like that. One way is Grimbarian's, but is more complicated, I for one never got the grip on this cheat engine thing and assembly option, that's why I just do what I do for years, tweaking the game ini's, and graphichs (not this year the graphics) and I.m posting my work here where all can test it. So if the users find scout.ini and transfers, transfer good, maybe aranaktu can insert them inside the user option. It's up to him really. I can share my converted transfers ini's which makes the deadline day last 24 hours and has loads of clubs bidding for my players both sales and loans I can share my converted transfers ini's which makes the deadline day last 24 hours and has loads of clubs bidding for my players both sales and loans Isn't that the one you posted on the previous page? If yes, what did you changed besides last day, so we could make one good transfer period out of both our files? Quick question. Why is it impossible to change the 1st player position. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? Quick question. I want to change the 1st player position. I want to change the 1st player position. I want to change the 1st player position. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? Quick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? I already change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question. I want to change Daley Blind from LB -> CB. But it does not work... Is that normal? I already change Daley Blind from LB -> CB. But it does not work... Is that normal? A guick question... Is that normal? A guick question.... Is that normal? without any problem. 0.Start game>start the cheat table via double click>check ActivateItFirst>start/load career 1.Check boxes for Editing Player Data>Player Info 1.1 Don't check the boxes for preferred positons or the other options 2.Go to squad hub 3.Navigate to the player Alust change the value to e.g "5" for CB 5.Go back to team management and you will see that Blind's position has now changed that's it Page 6 Pretty sure we changed the same things that affect how many teams bid. There must be more to this ini. stuff this year. In the way I changed the lines in all ini;s, it should have show all attributes trainable better growth, but it just do not work as it should. And transfers are included, we should recieve offers every day and negociations should take one day if you delegate, but still something feels off, like something is missing, another file, perhaps a ini. that is there starting this year that controlls the other. There must be more to this ini. stuff this year. In the way I changed the lines in all ini;s, in should have show all attributes trainable better growth, but it just do not work as it should. And transfers are included, we should recieve offers every day and negociations should take one day if you delegate, but still something feels off, like something is missing, another file, perhaps a ini. that is there starting this year that controlls the other. Im closing in on the end of the transfer period and so far i got a measly 5 offers. im playing a 2. german division team some players i want to sell are quite bad but still some are decent and even good but they wort sell. /e: 24 hour deadline day doesn't seem to work for me either. Okies here is the ready cheat manager file containing my edited transfer/transfers note when it gets to deadline day there's a visual bug due to it being 24 hours not 10 but it works perfectly! Thanks man, I'll try it out within the next few days. There must be more to this ini. stuff this year. In the way I changed the lines in all ini;s, it should have show all attributes trainable better growth, but it just do not work as i should. And transfers are included, we should recieve offers every day and negociations should take one day if you delegate, but still something feels off, like something is missing, another file, perhaps a ini. that is there starting this year that controlls the other. Exactly what I am thinking. I tried to edit a few .ini files with Aranaktu's tool and some values just seem to have no effect at all, which is impossible [I guess]. So as far as I can overview this situation we have two options: 1. We have to wait and see what Aranaktu can do/find. Maybe he is able to spot some new .ini files and if so, maybe he's also able to add them into his table. 2. We have to wait until the "Frosty Editor" is updated for FIFA 18. As far as I know the tool was launched a few weeks/months back [for FIFA 17] and the tool allows you to export, edit und import some graphics but also .ini files [I guess, I haven't tested it]. It's a bit like in the older FIFA versions where you can edit these files within your folder without having to use the source of the so editor. And maybe the editor will show us some new .ini files. So let's wait and see. Best regards! About players that won't sell, that is a generic annnoying feature. Untill now I used to just release them of their contract, but this year, ofcourse, you cannot release more than two players. In fifa 16 after releasing two, I exited career mode and upon reentering, it allowed two more and so on, but this year no, you cannot anymore and the frustrating part is that I cannot find the string that decides that. In what sense? That nothing is different and it's still 10 hours? Then the cheat table cannot be activated/working correctly. I believe we reached our limit for now, untill the release of the FrostyEditor. qasar80's table in the cheat engine makes the game crash now since the last update. Edit : even the seperate transfers ini files are making it crash :/ Aranaktu, you should delete training ini's and separate the rest in order to see what's determining the crash. im getting transfer offers outside the transfer window? Bug or feature? Im getting transfer offers outside the transfer window? So I don't think it's a bug in real life is the same. Aranaktu, here is a thought: It seems that we are at a dead end with fifa 18 for now, so most of the users will stick with fifa 16. Only problem for fifa 16 is that we cannot edit players hair, faces, at least the regenerated ones, maybe names, body types. Would you be interested into making a cheat engine table for fifa 16 with these features at least, since they are not contained into the ini's? Hello . why flies the game with this table. flies out at substitutions before the match. who else has the same problem? Update 07.10.2017 - Addresses updated. All functions should work with latest game update. Join discord channel to check news about update and development progress. Direct download link: NBlnXICL!GrgBTC8NzvImXyEzzGhprNXnood-4TNWtEag3BK9xho or Aranaktu, you should delete training ini's and separate the rest in order to see what's determining the crash. Game is crashing, because EA updated the game. Newest table version should work. Aranaktu, here is a thought: It seems that we are at a dead end with fifa 18 for now, so most of the users will stick with fifa 16. Only problem for fifa 16 is that we cannot edit players hair, faces, at least the regenerated ones, maybe names, body types. Would you be interested into the ini's? Tbh. I'm not interesetd in modding old game which I'm not even playing, unless someone wants to pay for my services. Here's my transfer/transfers converted ini to ct: 24 hour deadline day and lots of bids, note on deadline day the clock will look like this: That's normal and won't be a problem, if you have an hour when there's no bids you need to press Y/Triangle if using a controller to go to your inbox and back, sorry no idea what you use if on keyboard/mouse! transfer.ini not working I changed this, I have changed the league NUM USER LEAGUE TEAMS WITH ACTIVITY = 0 NUM TOP LEAGUES TEAMS WITH ACTIVITY = 0 NUM MEDIUM LEAGUES TEAMS WITH ACTIVITY = 0 0 // These teams have only the 10% of chances of activity MIN_TEAM_SIZE_TO_START_APPROACHING = 0 I just used transfer budget cheat And I bought a lot of player) but witout error crashing. Coming to the start of the playing !! transfer.ini not working I changed this, I have changed this, and there should be no cpu signings but if there is still sorry I use a translator Maybe the game can't be altered to that level where there is zero transfer activity than vanilla, I can sell every player I list and send out on loan every young player I list, that's not what normally happens. Maybe the game can't be altered to that level where there is zero transfer activity, try 1 versus -1, should be a huge difference. Using -1 there is way more activity than vanilla, I can sell every player I list, that's not what normally happens. in previous fifas if it worked Page 7 Thank you for your job . I ask you if it is possible, as in Fifa 17 with your cheat engine, to change stadium during our career. Shouldnt it be possible to change faces of generated players and add commentary names for the ones that are ig anyways? in previous fifas names were autoassigned but for some reason they stopped doing that in 17/18 which ruins the immersion to a degree. Update 09.10.2017 - Added "Sim Match Settings" - Added option to edit player attributes in "The Journey" - Added "facialhairtypecode" to "Player Data->Appearance" Join discord channel to check news about update and development progress. Direct download link: FcFFTZIC!LZ9QoA6aWquQ7m1nZ-F9cP-EcGBWguHBGTUU_PBxyLo or Update 09.10.2017 - Added "Sim Match Settings" - Added script "999,999 Followers" for "The Journey" - Added "contract Negotiation" - Added "facialhairtypecode" to "Player_Data->Appearance" Join discord channel to check news about update and development progress. Direct download link: FcFFTZIC!LZ9QoA6aWquQ7m1nZ-F9cP-EcGBWguHBGTUU_PBxyLo or God job, thank you, please add change stadium and change grass or goalnets. when i use this my career get bug and dont go to match stukc at the skill game sorry for bad engish This can be applied to each player without you or only to the pro player. I tried and succeeded, but all the other players walked the same shoes was i blind or where you able to edit faces before? anyways mucho gracias now if we can add commentary for common player names epic youth teams will be so much fun again. Transfers.ini Added all attributes to "Easy Player Edit" - Added "Commentary Name ID" to "Easy Player Edit". Just to test, It's probably not working atm. - Added "Set up multiple scouting networks in the same country" to "Youth Academy" - Removed "PLAYERREGEN = 0" Join discord channel to check news about update and development progress. Direct download link: VYdSUKJC!ZLnIdDpgaMbtKL6sAM99UQwTWGZV7mUZ7CdsA6v i04 or Aranaktu, there is a few lines in the transfer.ini that look like that: MIN PLAYERS POSITION RB = 2 MIN PLAYERS MIN PLAYERS POSITION LM = 2 MIN P roster, so it has to have minimum 3, which is not so good. (I forgot about this one). Very good job and thank you! If possible could you add "Change Stadium" it would be fantastic For some reason easy player edit never worked for me. does it work in a different way than regular edit players? i always end up with ? instead of actual values. Update 14.10.2017 - Added "Don't lose stamina" to "Sim Match Settings" - Added "Transfer Window Configuration->Transfers.ini" - Added all attributes to "Easy Player Edit". Just to test, It's probably not working atm. - Added "Set up multiple scouting networks in the same country" to "Youth Academy" - Removed "PLAYERREGEN = 0" Join discord channel to check news about update and development progress. Direct download link: VYdSUKJC!ZLnIdDpgaMbtKL6sAM99UQwTWGZV7mUZ7CdsA6v i04 or Thank you man ! Update 16.10.2017 - Added "Ultimate Difficulty" and "Change Stadium" to "Match Settings" - Editing traits is now more user friendly. (Thanks to lampuiho) Join discord channel to check news about update and development progress. Direct download link: pZUkhaDR!umNL7xCWhbcwhtm4RswUAV2SKOVPWC3ME4R0ohc82g8 or Update 16.10.2017 - Added "Send scout to any country" to "Youth Academy" - Added "Ultimate Difficulty" and "Change Stadium" to "Match Settings" - Editing traits is now more user friendly. (Thanks to lampuiho) Join discord channel to check news about update and development progress. Direct download link: pZUkhaDR!umNL7xCWhbcwhtm4RswUAV2SKOVPWC3ME4R0ohc82q8 or Thanks a lot man! Update 16.10.2017 - Added "Send scout to any country" to "Youth Academy" - Added "Ultimate Difficulty" and "Change Stadium" to "Match Settings" - Editing traits is now more user friendly. (Thanks to lampuibo) Join discord channel to check news about update and development progress. Direct download link: pZUkhaDR!umNL7xCWhbcwhtm4RswUAV2SKOVPWC3ME4R0ohc82q8 or Thank u man ! Thanks mate, your cheat table really help for editing player and more tweaks.. how to find alex hunter id, so they be able to play in career mode? thanks for all your hard work. Would it be possible to find the Gameplay Customization Sliders in Cheat Engine? I am thinking of applying a timer AND/OR match score to these settings to simulate a team changing tactics throughout a game. What do you think? Did you fix transfer.ini according to qasars suggestion? also would it be possible to add the old method of editing traits again? some traits dont work but they do if you enable all traits at once and then disable unwanted stuff via your new script. that way you should probably be able to enable all traits for every type of player. Did you fix transfer.ini according to qasars suggestion? also would it be possible to add the old method of editing traits again? some traits dont work but they do if you enable all traits at once and then disable unwanted stuff via your new script. that way you should probably be able to enable all traits for every type of player. Nope, values in transfer.ini are default. You need to edit it by yourself. Also, I'll not bring back "old" traits. You can just copy it from old table if you really need that. Update 17.10.2017 - FINAL (?) - Added "TeamID" to "Player_Data->Player Info". - It's for more advenced users, don't use it on your main career. Join discord channel to check news about update and development progress. Direct download link: lcNG3B6Z!R5DN4l4rf3kGrmYboSPMobbR9oC7jmDydaxu35i0Fm4 or Update 17.10.2017 - FINAL (?) - Added "TeamID" to "Player Info". - It's for more advenced users, don't use it on your main career. 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Direct download link: lcNG3B6Z!R5DN4l4rf3kGrmYboSPMobbR9oC7jmDydaxu35i0Fm4 or Update 17.10.2017 - FINAL (?) - Added "TeamID" to "Player Info". - It's for more advenced users, don't user it on your main career. Join discord channel to check news about update and development progress. Direct download link: lcNG3B6Z!R5DN4l4rf3kGrmYboSPMobbR9oC7jmDydaxu35i0Fm4 or Update 17.10.2017 - FINAL (?) - Added "TeamID" to "Player Info". - It's for more advenced users. Join discord channel to check news about update and development progress. Join discord channel to check news about update and development progress. Join discord channel to check news about update and development progress. Join discord channel to check news about update and development progress. Join users, don't use it on your main career. Join discord channel to check news about update and development progress. Direct download link: lcNG3B6Z!R5DN4l4rf3kGrmYboSPMobbR9oC7jmDydaxu35i0Fm4 or Does anyone have the full ID list of "Default Running Celebration" and "Signature finishing move"? I'm looking for it since FIFA17 and have no clue where to find it Thanks in advance. Page 9 Great job Aranaktu !D But do you have the ID number of the fifa street stadium in which one plays at the beginning of The Journey (in Rio de Janeiro)? Thanks ! Wow, I took a few days off and what do I see? Aranaktu released tons of updates with amazing features. Amazing, just amazing. I'm gonna send a quick donation. Work like this must be rewarded! But I've got one request, if that's okay. Would you mind to add the ClubID feature which allowed us to edit job offers? Since the .ini files aren't working as they did back in FIFA 17 this would be a great 'workaround'to immediately rejoin your club when they fire you. Best regards! Update 19.10.2017 FINAL (????) - Added "ClubID" to "Edit Job Offer" Join discord channel to check news about update and development progress. Direct download link: AB0lgLpD!H1XIXVKAVIXzdnptVSEj8xT49dG6mPXJ8Hi9zqjWZ3c or Wow, I took a few days off and what do I see? Aranaktu released tons of updates with amazing features. Amazing, just amazing. I'm gonna send a quick donation. Work like this must be rewarded! But I've got one request, if that's okay. Would you mind to add the ClubID feature which allowed us to edit job offers? Since the .ini files aren't working as they did back in FIFA 17 this would be a great 'workaround'to immediately rejoin your club when they fire you. Best regards! Thanks for your donation. ClubID has been added to "Edit Job Offer". Update 20.10.2017 - Added "Side Changer" - Watching match (CPU vs. CPU) in career mode is now possible. Here is video showing how it works: If you got more than one controller connected to PC you may need to change "Controller ID". Join discord channel to check news about update and development progress. Direct download link: ccVjlbqB!DeWfNsd91hKjINGjB5VrWukvMo XTQEbEx Z93zm08 or The CPU vs CPU feature doesn't get unflagged and my ability to change players somewhat breaks. Is there a chance that I do something wrong or is there something that may cause inability to use this feature? The CPU vs CPU feature doesn't get unflagged and my ability to use this feature? Try to change "Controller ID" Try to change but I managed to make the script work. The problem was that I started the match with keyboard and left controller neutral. I tried to start the match with controller and everything work? Is there any ID list where I can see which ID stands for which country? Best regards! Believe it or not but I managed to make the script work. The problem was that I started the match with keyboard, change the ControllerID to "4", instead of "0". Update 26.10.2017 - Working with FIFA 18 TITLE UPDATE 3 Actually, I've only updated "The Journey -> 99 Skill Points" script. Rest stuff seems to work fine, so you don't need to download it if you are not playing journey -> 99 Skill Points" script. Next thing is crashing after activating any other script. Next thing is crashing after activating and your game is crashing after activating any other script. that this update is probably the last one. I'll only patch it if someone will find a critical bug, or EA will release a new update. I want to focus on my new project, so I'll don't have time to reverse engineer this masterpiece of EA's programmer's work. Join discord channel to check news about update and development progress. Direct download link: IEMgkLqB!HQJ2-Cr-SfAk1GaocVqse0DrGOsCXz85JbBToT72s_E or Page 10 Do you have ID numbers of celebrations please Update 26.10.2017 - Working with FIFA 18 TITLE UPDATE 3 Actually, I've only updated "The Journey -> 99 Skill Points" script. Rest stuff seems to work fine, so you don't need to download it if you are not playing journey mode. Let me know if I missed something and your game is crashing after activating any other script. Next thing is that this update. I want to focus on my new project, so I'll don't have time to reverse engineer this masterpiece of EA's programmer's work. Join discord channel to check news about update and development progress. Direct download link: IEMgkLqB!HQJ2-Cr-SfAk1GaocVqse0DrGOsCXz85JbBToT72s E or Nooo, you still have to add the "is retiring" option to the table pleaseeee How do I have coach Claudio Ranieri, Quico Flores and Bob Bradley in other teams? Is there a way to make career mode start in 2018? With my other tool maybe: Try to edit "CALSTART YEAR" in "cmsettings.ini". As far as I remember this trick was working in FIFA 17 forum, [ENABLE] //code from here to '[DISABLE]' will be used to enable the cheat alloc(newmem,2048,"FIFA17.exe"+856B73D) label(returnhere) label(originalcode) label(exit) newmem nop returnhere) label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+20], eax exit: jmp returnhere) label(exit) newmem nop returnhere) label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+20], eax exit: jmp returnhere) label(exit) newmem nop returnhere) label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+20], eax exit: jmp returnhere) label(exit) newmem nop returnhere) label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+856B73D] label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+856B73D] label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+856B73D] label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+856B73D] label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+856B73D] label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2017 originalcode: mov rcx,rdi mov [rsi+856B73D] label(exit) newmem: nop returnhere; mov [rsi+856B73D] label(e [DISABLE] //code from here till the end of the code will be used to disable the cheat dealloc(newmem) "FIFA17.exe"+856B73D: mov rcx,rdi mov [rsi+20],eax //Alt: db 48 89 F9 89 46 20 Do you think you could update it for 18? Yea. [ENABLE] //code from here to '[DISABLE]' will be used to enable the cheat alloc(newmem, 2048, "FIFA18.exe"+391FD75)] label(returnhere) label(originalcode) label(exit) newmem: //this is allocated memory, you have read,write, execute access mov eax, #2018 originalcode: mov [rsi+20], eax xor r8d,r8d exit: jmp returnhere "FIFA18.exe"+391FD75: jmp newmem nop returnhere: [DISABLE] //code from here till the end of the code will be used to disable the cheat dealloc(newmem) "FIFA18.exe"+391FD75: mov [rsi+20],eax xor r8d,r8d //Alt: db 89 46 20 45 33 C0 Has anybody had any luck with assigning commentary names to youth scouted (generated) players? Yea. [ENABLE] //code from here to '[DISABLE]' will be used to enable the cheat alloc(newmem,2048,"FIFA18.exe"+391FD75) label(returnhere) label(originalcode) label(exit) newmem: //this is allocated memory, you have read, write, execute access mov eax, #2018 originalcode: mov [rsi+20], eax xor r8d, r8d exit: jmp returnhere "FIFA18.exe"+391FD75: jmp newmem nop "FIFA18.exe"+391FD75: mov [rsi+20],eax xor r8d,r8d //Alt: db 89 46 20 45 33 C0 Thanks. Has anybody had any luck with assigning commentary names to youth scouted (generated) players? you can only assign names that are being used by commentary. either look for last name id in db or search for players in game & use cheat engine to get the id. then paste it to youth player last name+jersey name. im not sure which one it is, havent played in a while but it works for the first day? @Aranaktu, is there anyway to be able to activate the full create a player feature while in career mode, with the ability to change facial features, hair, name, nationality etc? Update 07.11.2017 - Added "Unlimited Substitutions" and "Disable Substitutions" to "In-Game Hacks" Join discord channel to check news about update and development progress. Direct download link: RB8XjRZS!on1 QK33ZgYx4gxk5Cx2FrSVnlvHPTcgmBmmGmvCXtY or EA already released 2 boots updates for console players. Is it possible to find the ids for the new boots? Maybe they have added the boots for pc in the last update and they still "hidden". Update 07.11.2017 - Added "Unlimited Substitutions" and "Disable Substitutions" to "In-Game Hacks" Join discord channel to check news about update and development progress. Direct download link: BFtXVbAB!5 F6Vn4TUx-KnOd3Xo9051wSWgFexAF7pQxqXK-GRqs or Thanks for the update. One question: How do I activate the "Unlimited Substitutions" to "In-Game Hacks" Join discord channel to check news about update and development progress. Direct download link: BFtXVbAB!5 F6Vn4TUx-KnOd3Xo9051wSWgFexAF7pQxqXK-GRqs or Thanks for the update. feature? I can't set the tick. "Disable Substitutions" works fine. Another question: Is it possible for you to add the "Player is retiring" feature? Would be great to "delete" all of those 35+ goalkeepers and 33+ players nobody wants anyway. They are just decreasing way too much. EA already released 2 boots updates for console players and, of course they don't give a fuck for us PC players. Is it possible to find the ids for the new boots? Maybe they have added the boots for pc in the last update and they still "hidden". You can use FrostyTool to check if textures of these boots exist in game files or not. And we have exclusive boots on PC too. #PCMASTERRACE Thanks for the update. One question: How do I activate the "Unlimited Substitutions" feature? I can't set the tick. "Disable Substitutions" works fine. Another question: Is it possible for you to add the "Player s nobody wants anyway. They are just decreasing way too much. Whoops... my bad Download table again, I've fixed it. "isretiring" feature is on my TODO list as well as many other things, but since I'm working on other project idk. when I'll be able to add it to the table. Update 07.11.2017 - Added "Unlimited Substitutions" and "Disable Substitutions" and "Disa development progress. Direct download link: RB8XjRZS!on1 QK33ZgYx4gxk5Cx2FrSVnlvHPTcgmBmmGmvCXtY or Thank you bro ! You can use FrostyTool to check if textures of these boots exist in game files or not. And we have exclusive boots on PC too. #PCMASTERRACE Unfortunately I don't know how to open FIFA18 in FrostyTool): it keeps tion key. Page 11 When I am enabling Ultimate Difficulty, I can feel the game is harder but that is only most of the times at home, it feels a lot easier on away,I drew with PSG at home and trash them 6-1 away a little bit of memory loss here, what line did you tweaked in gtndatareveal to reveal the overall and what file did you changed to allow unlimited release of players? Regards. Aranaktu, I have a little bit of memory loss here, what line did you tweaked in gtndatareveal to reveal the overall and what file did you changed to allow unlimited release of players? Regards. fixed by changing "FamousPlayerIntRep" to 1 Aranaktu, I have a little bit of memory loss here, what line did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal to reveal the overall and what file did you tweaked in gtndatareveal the overall and what file did you tweaked in gtndatareveal the overall and what file did you tweaked in gtndatareveal the overall and what file did you the overall and memory with Cheat Engine searching for number of players available to release. Scan for 3 -> release player etc. When I am enabling Ultimate Difficulty, I can feel the game is harder but that is only most of the times at home, it feels a lot easier on away, I drew with PSG at home and trash them 6-1 away, same goes for a lot of teams including Bayern, Barcelona, and many others. Is it only me or that is normal? it's the same for me... it doesn't have anything to do with the difficulty settings, it has been that way for years, EA is just too dumb to fix this You see Aranaktu, cheat engine table still very much needed. There are some things that only through this can be tweaked so you should keep on updating the tool and insert maybe the most needed feature, player visual editor, to be able to change at least hairstyle and colour of the skin. You see Aranaktu, cheat engine table still very much needed. There are some things that only through this can be tweaked so you should keep on updating the tool and insert maybe the most needed feature, player visual editor, to be able to change at least hairstyle etc with the cheat table? Update 20.10.2017 - Added "Side Changer" - Watching match (CPU vs. CPU) in career mode is now possible. Here is video showing how it works: If you got more than one controller connected to PC you may need to change "Controller ID". Join discord channel to check news about update and development progress. Direct download link: ccVjlbqB!DeWfNsd91hKjINGjB5VrWukvMo XTQEbEx Z93zm08 or your work has been great, thank you, I just have a problem when i play in cpu vs. cpu mode, substitutions are done automatically, is there a solution to decide when make my subs? Thank you You see Aranaktu, cheat engine table still very much needed. There are some things that only through this can be tweaked so you should keep on updating the tool and insert maybe the most needed. of the skin. When I said "tool isn't needed anymore" I was referring only to my "IniToCT" tool. It's much easier to edit legacy files with FrostyTool, right? I saw that Fidel is working on a mod which will allow to unlock in-game player editor, so I don't want to duplicate his mods. your work has been great, thank you, I just have a problem when i play in cpu vs. cpu mode, substitutions are done automatically, is there a solution to decide when make my subs? Thank you Nope, you need to control the team when you want to change a player. When I said "tool isn't needed anymore" I was referring only to my "IniToCT" tool. It's much easier to edit legacy files with FrostyTool, right? I saw that Fidel is working on a mod which will allow to unlock in-game player editor, so I don't want to change a player. it would be possible for you to activate in your cheat table, the substitution limitation divided by team at home and away? Araknatu, in your opinion is it technically possible to "increase" the size of the ball on the pitch ? Aranaktu, remember me, how to edit player name...(video?) It shows up all info except name. Aranaktu. You know, your ce table is the only constant in fifa modding so far, the most usefull, since it does things that no other tool does and probably never will. Yea. [ENABLE] //code from here to '[DISABLE]' will be used to enable the cheat alloc(newmem, 2048, "FIFA18.exe"+391FD75) label(returnhere) label(originalcode: mov [rsi+20], eax xor r8d,r8d exit: jmp returnhere "FIFA18.exe"+391FD75: jmp newmem nop returnhere: [DISABLE] //code from here till the end of the code will be used to disable the cheat dealloc(newmem) "FIFA18.exe"+391FD75: mov [rsi+20],eax xor r8d,r8d //Alt: db 89 46 20 45 33 CO @Aranaktu, Still not working for me, do you think you could make a tutorial? Also would it be possible to make it start in 2019, 2020, etc? And lastly, is there anyway to have a enable/disable transfers option to help curb the insane transfers option to help curb the insane transfers option to help curb the insane transfers that in happen in career mode? Thanks. Last edited: Nov 18, 2017 @Aranaktu, Still not working for me, do you think you could make a tutorial? Also would it be possible to make it start in 2019, 2020, etc? And lastly, is there anyway to have a enable/disable transfers option to help curb the insane transfers that in happen in career mode? Thanks. It's not working because there was game update a few days ago. Now you need to use FrostyTool and edit "CALSTART_YEAR" in "cmsettings.ini" I don't know much about .ini editing, so to tweak transfers you need to ask ppl who are doing this since many years. : P It's not working because there was game update a few days ago. Now you need to ask ppl who are doing this since many years. : P Ok I have many year frost editor and mod manager working how do I change the start date? EDIT: NVM, I got it. Last edited: Nov 18, 2017 Page 12 Any chance for a retire/stop retiring option? I'm still working on my web application which is consuming a lot of time, so maybe in next week, when I finish this part: Last edited: Nov 23, 2017 is change player script in easy player edit broken? im on the 2nd update everything else works. is there another way of changing player name in career? Aranaktu, thanks for your work! It's incredible! I'm enjoying very much with your cheat engine tables. But I have a problem with one. I can't do it. First I enter to my career and start the match. In the first minute of the match, I press "tab" and change to Cheat Engine. Select "Side changer" and Cpu vs Cpu, but this not affect correctly. If I try to select another time Cpu vs cpu, I am playing with the two times at same time. ¿I am doing it correctly? ¿Its a problem was my Keyboard. Usually play with it. I plug a old gamepad and the problem was solved. But this is not a good solution for me. Is possible to solve without plug a prehistoric gamepad? Thanks for your job! Last edited: Nov 25, 2017 Aranaktu, thanks for your work! It's incredible! I'm enjoying very much with one. I can't play cpu vs cpu. I think I do correctly the steps to play it, but I can't do it. First I enter to my career and start the match. In the first minute of the match, I press "tab" and change to Cheat Engine. Select "Side changer" and Cpu vs cpu, I am playing with my rival team correctly. If I try to select another time Cpu vs cpu, I am playing with the two times at same time. ¿I am doing it correctly? ¿Its a problem was my Keyboard. Usually play with it. I plug a old gamepad and the problem was solved. But this is not a good solution for me. Is possible to solve without plug a prehistoric gamepad? Thanks for your job! I see I'm not the only pervert who plays FIFA with a keyboard, lol Yes, it is possible. See the line 'Controller ID'? There is a 0 in one of the columns. Double-click on it and change to 4. Now the engine before or during the match. You can choose the settings before even entering the CM. Thanks Makmonkin! Works perfect! Now I'm happy, because I convert finally the Fifa 18 in a missed Fifa Manager! You're welcome. To be honest you'll get disappointed quickly with CPU vs CPU on this game. Unless you are a fan of 0-0 draws and random 0-1 losses that is, lol Update 27.11.2017 - Added all missing columns from "players" table to "Player Data". This means that Player table from database is now fully editable. You can add tattoo's, change retiring status, change gk gloves, change player int. rep., etc. Have Fun! Join discord channel to check news about update and development progress. Direct download link: 8c9imbgA!hJclGsOTs9gBR2kTpg2ibsqbkrHCZ6P-aqYgIS5LbCE or @Aranktu, with changing start year I find that changing it any further than 2018 causes the game to crash as soon a I complete and start a new season, i.e. finish 19/20 start 20/21 crash, and that when I start in 2018 everything works until the 2022 season where the World Cup no longer exists, I get the Copa America, Confed and the WC qualifiers leading up to it but then nothing. Do you have any idea why and how to fix this? Update 27.11.2017 - Added all missing columns from "players" table to "Player Data". This means that Player table from database is now fully editable. You can add tattoo's, change gk gloves, change g aqYgIS5LbCE or No transaction The latest update broke some elements of table the and prevents using the right analog stick during gameplay, could you update it @Aranaktu? This problem's been known for some time and I guess it isn't related to Aranaktu's table. But there's a workaround. Just start your controller (I assume you're using a XBOX 360 / XBOX One controller) before start fIFA For me it works 100%. Never faced this issue again since using this method. Hopefully it'll work for you, too. @Aranaktu Thanks for the Update 27.11.2017 Best regards! It's also not working for me, any suggestions? You're welcome. To be honest, you'll get disappointed quickly with CPU vs CPU on this game. Unless you are a fan of 0-0 draws and random 0-1 losses that is, lol I'm also a fan of Fifa Manager, I have to say that with this fantastic mod the game is very funny in cpu vs cpu mode, I have played 7 games up to now, and the results are very different (3-1, 0-1, 3-2, ...) and the team plays in the way I have set. The only thing that I found frustrating are the substitutions managed by the CPU, but thanks to the work of Aranaktu I disable the substitutions, this allows me to manage my changes, but unfortunately the CPU is conditioned by this and does not make any substitute during the match. I'm also a fan of Fifa Manager, I have to say that with this fantastic mod the game is very funny in cpu vs cpu mode, I have set. The only thing that I found frustrating are the substitutions managed by the CPU, but thanks to the work of Aranaktu I disable the substitutions, this allows me to manage my changes, but unfortunately the CPU is conditioned by this and does not make any substitute during the match. Oh yeah? So what is your secret, mister? In my case even Paulv2k4's gameplay mod doesn't help much. I play without mod, level of difficulty Champion, and the West Ham as a club, playing each time 8 minutes, and I personalize tactics in the details. During the match I change orders and positions of my players depending on the course of the match. The results are very different for now. playing each time 8 minutes Surprised you get 4-5 goals on 8 min halfs. I play 20 min halfs so as the CPU gets real-life stats (2-3 goals, 10-15 shots). But you're correct, results change depending on tactics and sliders. FYI, I edited the db and lowered all players' stamina by 40%, the CPU makes 3 subs each game now, it's perfect. Page 13 Surprised you get 4-5 goals on 8 min halfs. I play 20 min halfs so as the CPU gets real-life stats (2-3 goals, 10-15 shots). But you're correct, results change depending on tactics and sliders. FYI, I edited the db and lowered all players' stamina by 40%, the CPU makes 3 subs each game now, it's perfect. I have had games with results like 1-0, but always with a 6/8 shots on goal each half. I would prefer that the subs are made by the AI. I have had games with results like 1-0, but always with a 6/8 shots on goal each half. I would prefer that the subs are made by the CPU. But for now this is not possible, because I should anticipate the cpu and make the substitutions before these are made by the AI. If you are playing games against the CPU, why would you want to control CPU subs? Why would you want to control the way your opponent is playing? That makes no sense to me. If you lower the stamina, the CPU makes realistic and timely substitutions. That's all that is required. If you are playing? That makes no sense to me. If you lower the stamina, the CPU makes no sense to me. If you lower the stamina, the CPU makes no sense to me. If you lower the stamina, the CPU makes no sense to me. If you are playing? stamina, the CPU makes realistic and timely substitutions. That's all that is required. I do not want to control the cpu subs. But playing cpu vs cpu the A.I. makes substitutions for my team too. This I would like to avoid. I do not want to control the cpu subs. Oh right of course, got it. I know what I would do is raise the stamina ratings of my starting 11 into the 90s. That way the game AI subs in players for several reasons. Stamina is a big one. So first thing I would do is raise the stamina ratings of my starting 11 into the 90s. That way the game AI subs in players for several reasons. Stamina ratings of my starting 11 into the 90s. That way the game AI subs in players for several reasons. that, you can start subbing players around the 60 minute mark. The other thing the game AI looks at is player position. Say you have a CM as a starter who is playing RM. The game AI will take him out early and sub in a lower-rated RM, because it sees the RM as the correct positional player for that position. In my db, I set all players position 1 value to CB, CM or CF. And I set their position 2/3/4 values to nil. Well the game AI subs in players for several reasons. Stamina is a big one. So first thing I would do is raise the stamina ratings of my start subbing players for several reasons. Stamina is a big one. So first thing I would do is raise the stamina ratings of my start subbing players for several reasons. around the 60 minute mark. The other thing the game AI looks at is player position. Say you have a CM as a starter who is playing RM. The game AI will take him out early and sub in a lower-rated RM, because it sees the RM as the correct positional player for that position. In my db, I set all players position 1 value to CB, CM or CF. And I set their position 2/3/4 values to nil. Yes, you're right, this is impracticable for me, because I use this as a mangerial game, and therefore I do not change the values of the players, it is a pity that it is not possible to block the substitutions by differentiating between the team playing at home and the team playing away, in this way it would be easy to leave the values of the players, it is a pity that it is not possible to block the substitutions by differentiating between the team playing at home and the team playing at home free substitutions to the CPU and block those of the human player. it is a pity that it is not possible to... Coulda woulda. I don't pity anything, if I see an issue with the game and fix the issue. We could go into a long discussion about what actually creates a realistic game worth playing (db edits and career edits), and what isn't realistic at all (EA's terrible default programming), and why changes to the db and career files are absolutely essential before you start a career. Example: last time I played career mode was FIFA 16. Second game into the season I noticed the CPU was playing their #2 GK and 4-5 bench players. That's how terrible EA's default CPU team logic was then, don't know if it's any better now. As I said, EA's position values are a big part of the issue: a CPU team with 4 85-rated CBs will remove two from the lineup, and play their 70-rated LB and RB instead. That's the sort of stuff that needs to be addressed and fixed before starting a career. Coulda woulda shoulda. I don't pity anything, if I see an issue with the game, I change the game and fix the issue. We could go into a long discussion about what actually creates a realistic game worth playing (db edits and career edits), and why changes to the db and career edits), and what isn't realistic at all (EA's terrible default programming), and why changes to the db and career edits). last time I played career mode was FIFA 16. Second game into the season I noticed the CPU team logic was then, don't know if it's any better now. Anyway, I spent the next day or two testing to figure out how the game engine determines CPU team lineups. I fixed the issue eventually but it took a lot of edits, including lowering CPU team bench player ratings. And also as I said, changing their position 1 values: a CPU team with 4 85-rated CBs will remove two from the lineup, and play their 70-rated LB and RB instead. That's the sort of stuff that needs to be addressed and fixed before starting a career. what you say is right, but this game is not designed as a managerial game, and you can play in this mode thanks to this mode. I also play Football Manager 18 and, despite being a great managerial game, this too has its defects. Fifa 18 is not made as managerial, but with this mode is still quite realistic and fun, with all the right criticism that you have highlighted. Great tool, I'm using it the same as Devon. CPU vs CPU with 20 minute games with default attributes, sliders and no mods. Having the same issue as Devon also. It would be great if you could disable Home and Away Subs individually and not just "Disable Subs" in general. That way I can enable accordingly. Also, if you could find a way to stop Home and Away Tactical Changes by the CPU, that would be brilliant. Many thanks for developing this tool. I want to start all the matches at a certain time but doing a little box in match settings or something? Update 23.12.2017 - Added "Transfer HUB" -> "Change Release Clause value to 1\$" (Change will be permanent!) - Added "Weather", "Time of Day", "Half Length" to "Match Settings" - Fixed "Disable Substitutions" - You can choose which team will have disabled substitutions" - You can choose which team will have disabled substitutions now. - Added short guide explaining how to assign commentary name to a player to F.A.Q (Christmas update! PogChamp This time I've added an option to edit release clause of all players in your transfer hub: Also, you can change "Weather", "Time of Day" and "Half Length" before you start match: "Disable Substitutions" script has been fixed. Now you can change "Weather", "Time of Day" and "Half Length" before you start match: "Disable Substitutions" script has been fixed. to a player to F.A.Q, you can read it here: F.A.Q Merry Christmas everyone! New year will bring new toys for all career mode fans! Join discord channel to check news about update and development progress. Direct download link: 0IN1BbbA!B1u8rvsWmEvWPuvyO9jO8RnkxDVnIjQRk0yda7rkQwM or Update 23.12.2017 - Added "Transfer HUB" -> "Change Release Clause value to 1\$" (Change will be permanent!) - Added "Weather", "Time of Day", "Half Length" to "Match Settings" - Fixed "Disable Substitutions now. - Added short guide explaining how to assign commentary name to a player to F.A.Q (Christmas update! PogChamp This time I've added an option to edit release clause of all players in your transfer hub: Also, you can change "Weather", "Time of Day" and "Half Length" before you start match: "Disable Substitutions" script has been fixed. Now you can change "Weather", "Time of Day" and "Half Length" before you start match: "Disable Substitutions" script has been fixed. to a player to F.A.Q, you can read it here: F.A.Q Merry Christmas everyone! New year will bring new toys for all career mode fans! Join discord channel to check news about update and development progress. Direct download link: 0IN1BbbA!B1u8rvsWmEvWPuvyO9jO8RnkxDVnIjQRk0yda7rkQwM or where to find commentary name ids Please... Just download db master... Page 14 It seems that this trait is deprecated and FIFA 18 is not making any use of it. Isn't "Rushes out of goal" the same as GK one-on-one... ? Just a different name than previous Fifas. Oh man, there are some traits that players' have them but they don't appear in that page like leadership, injury free, dives into tackles, diver, playmaker (not speciality but trait) and beats offside trap. Even "speed dribbling" or "skilled dribbling" (Messi has that and they are same). I don't know why but since FIFA 12 which is the first FIFA I've played, this situation hasn't changed. They are hidden traits. They do work but don't appear on that page. Go to player edit, select Messi and turn back on the software that you've made, open the traits section and you'll see that traits are turned on. For example Messi or Ronaldo (skilled dribbling or speed hidden and they do work well. I can explain tomorrow with screenshots but now I have to do my final homework It seems that this trait is deprecated and FIFA 18 is not making any use of it. Last edited: Dec 29, 2017 Question, what does the "Transfer Configurations" option do and how do I use it? thanks but I still don't know how to use it after seeing Can this script be used to make transfer window more realistic? This line: mov [r15+1C], #99 // FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER PAP BID CHANCE = 99 // (The minimum chance pap player will be bid on) is the same as this: FORCE USER P general, I don't know how to use it too. I've just blindly edited interesting values to maximum to get more transfer offers. Do you know if any of the lines respond to ongoing transfer talks and if changing it's value would go about doing that? 1. How can I configure the age retirement of a player? 2. How can I change the level of downgrade after they reach the 30's? 3. How can I configure that in Athletic Bilbao the can only hire Spanish and French players? Same for his youth Academy, 4. How can I configure that in Athletic Bilbao the can only hire Spanish and French player or specific player or specific style of game of a player? Thaks alot, man. 1. How can I configure the age retirement of a player? 2. How can I change the level of downgrade after they reach the 30's? 3. How can I configure that in Athletic Bilbao the can only hire Spanish and French players? Same for his youth academy. 4. How can I change level of youth Academy, interest of a team in hiring a specific player or specific style of game of a player? Thaks alot, man. It's not possible with this cheat table. 1. Edit "playerretirement.ini" with FrostyTool 2. Edit "playerretirement.ini" with FrostyTool 3 and 4 is probably impossible. Is the ultimate difficulty just for away games or both for home and away? Ultimate difficulty doesn't work But can I reduce the downgrade of all the players at once? I don't want to see players after 1 or 2 years downgrading -7 on their stats. Thanx, man. How does the "change stadium" script work? Page 15 How does the "change stadium" script work? Page 15 How does the "change stadium" script work? Update 23.01.2018 - Added "teamkits" to "Player_Data". (you can change the fonttype on kits) - Removed "The Journey" section. - FIFA Tracker is live! Join discord channel to check news about update and development progress. Direct download link: MA8ShC6a!PL8ulTfluf0o1F0lA9yOHIqwTespXyhoFU1Dj7zOox4 or Hi friend , its posible to reduce the number of spectators in the stadium? Why would you reduce the number of spectators in the stadium? If your PC is too low to handle it just try to reduce it. But I can be wrong. Best regards! Update 31.01.2018 - Added "Player Contract" -> "Disable negotiation status checks" (- Added editing kit font colours (thanks sammygriffiths Join discord channel to check news about update and development progress. Direct download link: ZYF2kQYJ!7mgsJ3KAhzhESU4VlGkyK1WGRggQ9HJuWMQqrmqJM7U or Last edited: Jan 31, 2018 Why would you reduce the number of spectators in the stadium? If your PC is too low to handle it just try to reduce the graphics. To be honest I don't think that there is any option to reduce it. But I can be wrong. Best regards! Maybe its for realism as a small team wouldn't have a full stadium Is there a away i can use a manager in my manager mode..... Say i want to play as Arsenal and have Wenger as the manager instead of a generic manager can this be done ??? sc in cut scenes i see wenger??? I can't make the 'teamkits' stuff to work. Everything else works like a charm. Maybe its for realism as a small team wouldn't have a full stadium Well, good point, never thought of that. But do people really spend attention to that? When I am playing I spend attention to what happens on the pitch and not what happens around the stadium. On the other hand people are different and that's okay. @Aranaktu Thanks for the frequently updates. It's nice to see how you became the man who made FIFA more enjoyable for all of us like EA never could. Best regards! Update 01.02.2018 - Renamed "Player Data" to "Database tables" - Added manager table to "Database tables" Manager table is not fully editable For example, you can manage Middlesbrough as Steven Gerrard: Join discord channel to check news about update and development progress. Direct download link: hBkn3ADa!lwv5aRMeay -AR0sDctHqIlqaR6M9HEB3lmbqEYGXRI or Thanks for the frequently updates. It's nice to see how you became the man who made FIFA more enjoyable for all of us like EA never could. Best regards! Well, I've never expected this project will grow that big as it is now. I still hope that EA will get their shits togetherw someday and I'll not need to update my table forever. How does the manager thing work i went into a career changed the id to wengers and it was just there ? You need to have an upcoming away match. While match pointer in cheat table should point to away manager which will be yours team coach. ;p Arsène Wenger headid is 232298. After you change headid you need to play match to the end or forfeit it. Then save your career and reload it. Video version: Hi Araknatu, Is it possible to do the same but for players? That is, assigning a head manager ID for a player of our team ? (in menu for example) I try this in database but the game crash when i start a game x) You need to have an upcoming away match. While match pointer in cheat table should point to away manager which will be yours team coach. ;p Arsène Wenger headid is 232298. After you change headid you need to play match to the end or forfeit it. Then save your career and reload it. Video version: thanks about editing the kits, it works wonderfully with the home kit. but is there a way to change in the kit select screen Well, I've never expected this project will grow that big as it is now. I still hope that EA will get their shits togetherw someday and I'll not need to update my table forever. I am pretty sure we both know that's never gonna happen. I mean, let's be honest, we are talking about EA. Best regards! How hard is the ultimate difficulty? Is it really harder than legendary? Page 16 I have a question. The ultimate difficulty level is really enjoyable but I have noticed it disables players skills (even the basic ones such as fake shot, for instance). How to bring it back? I like the way of AI thiks and plays, but it would be 1000% better to bring possibility to have shot + pass fake shot dribbling. Is it any chance to amend it somehow? I don't know what cause it. I've played several times on ultimate difficulty level is really enjoyable but I have noticed it disables players skills (even the basic ones such as fake shot, for instance). How to bring it back? I like the way of AI thiks and plays, but it would be 1000% better to bring possibility to have shot + pass fake shot dribbling. Is it any chance to amend it somehow? Me too I don't know what cause it. I've played several times on ultimate difficulty and I've never experienced problems with disabled skills of my players. Good to know I'm not the only one with that problem and it seems to be something wrong with the mod. It's weird it works differently for everyone, but definitely we have to find the right solution for that issue. Good to know I'm not the only one with that problem and it seems to be something wrong with the mod. It's weird it works differently for everyone, but definitely we have to find the right solution for that issue. Allow me to quote myself: This problem's been known for some time and I guess it isn't related to Aranaktu's table. But there's a workaround. Just start your controller (I assume you're using a XBOX 360 / XBOX One controller) before starting the game. So: - Start Controller - Start FIFA For me it works 100%. Never faced this issue again since using this method. Hopefully it'll work for you, too. Best regards! Allow me to quote myself: Best regards! Cheers mate for posting your solution on! I'm always turning X360 controller on first before openning the game. But now I'll try to do it even earlier than usually and hopefully it's what I'm looking for. I also thought it might be releated to have another gameplay patch installed (locale.ini) and a kind of compatibility issue appears. But let's try the trick with controller first I also thought it might be releated to have another gameplay patch installed [...] I can guarantee you that this is not the case (at least to 99%). Since the beginning I was playing FIFA 18 without any modifications and I faced this issue, too. I'm always turning X360 controller on first before openning the game. But now I'll try to do it even earlier than usually and hopefully it's what I'm looking for. Hopefully it's going to work for you, too. Like I said, I have never faced this issue ever again since I am doing this. The "good" thing is that you can turn off your controller back on. Best regards! Might not be that useful for the purpose of the mod itself, but any chances of having a way to change the collars of the kits in the teamkits section? Would be good way to install kits without having to mod the DB. Might not be that useful for the purpose of the mod itself, but any chances of having a way to install kits without having to mod the DB. Tell me exact column name. Update 07.02.2018 - Added "jerseycollargeometrytype" to "teamkits" Join discord channel to check news about update and development progress. Direct download link: tFUGgLaB!o7wmJ0e2Sk743PzRcYe5x9Z6JSB6HOoWt-D4p4UtLik or Update 07.02.2018 - Added "jerseycollargeometrytype" to "teamkits" Join discord channel to check news about update and development progress. Direct download link: tFUGgLaB!o7wmJ0e2Sk743PzRcYe5x9Z6JSB6HOoWt-D4p4UtLik or Thanks, sir! You're a legend! It is possible to add "ball id" option in "Pre Settings Match" before start the match ? Update 07.02.2018 - Added "jerseycollargeometrytype" to "teamkits" Join discord channel to check news about update and development progress. Direct download link: tFUGgLaB!o7wmJ0e2Sk743PzRcYe5x9Z6JSB6HOoWt-D4p4UtLik or The Ultimate mod machine brings us to a higher Level! Thanks for sharing, Aranaktu!!! Thank you for your incredible work. Its tool makes the game much more fun and immersive. I would like to ask for something in particular. I have already seen in a Brazilian patch the calendar starting in 2018. Would it be possible to do this through your tool? For example, start career mode in the 2018-19 season? If it is possible, please bring this to your tool, starting the season in July 2017 seems to me so annoying. Forgive me for my English. Thank you for your incredible work. Its tool makes the game much more fun and immersive. I would like to ask for something in particular. I have already seen in a Brazilian patch the calendar starting in 2018. Would it be possible to do this through your tool? For example, start career mode in the 2018-19 season? If it is possible to do this through your tool? Forgive me for my English. What's the point of adding this? I don't really see why should I duplicate things that can be done with other tools (which are designed for editing game files). It's cleary waste of time for me, and probably for you too. With frostytool it can be done within 2-3 mins? Editing .ini files with Cheat Engine is really a pain in the ass task. i kept updating the front page, as nothing was added there i thought this project was abondoned, i was stunned to see how many updates were brought when i red the comments, amaising work bro, especially the trainer editing face can you add an option to unlock all kits? Probably not. It's already possible. Just change "playerjointeamdate" in Editing Database -> Database -> Database editing section but when i saw the warning i immidiatly fall back, thx bro Update 12.02.2018 - Added "ONLINE-> Alt + Tab Disconnect bypass" Join discord channel to check news about update and development progress. Direct download link: IQIFQZSK!ZrbWbi28Gy9fmdALktHNQTdaeDVE0jAPMxeqp9Du3ok or Page 17 What's the point of adding this? I don't really see why should I duplicate things that can be done with other tools (which are designed for editing game files). It's cleary waste of time for me, and probably for you too. With frostytool it can be done within 2-3 mins? Editing .ini files with Cheat Engine is really a pain in the ass task. I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for this to be done. If I had the knowledge to do it I would not ask you if I knew the procedures for the procedures for the knowledge to do it I would not ask you if I knew the procedures for the procedure I'm trying to fix salahs hair but it won't change, where other players hair will change? Hey guys, is there some sort of restriction on players hair type change? I'm trying to fix salahs hair but it won't change, where other players hair will change? I think it's not possible to change hairs of the player with scanned face model with this cheat table. Update 16.02.2018 - Added "Transfer HUB -> Allow Transfer approach" (You can negotiate with players which: recently moved to club, unwilling to relocate, are blacklisted) Join discord channel to check news about update and development progress. Direct download link: dN9nWSrK!vgRplvuMIBwA5awUslWnKfZVPraI1D4i-LrYiIhKMZs or Update 16.02.2018 - Added "Transfer HUB -> Allow Transfer approach" (You can negotiate with players which: recently moved to club, unwilling to relocate, are blacklisted) Join discord channel to check news about update and development progress. Direct download link: dN9nWSrK!yqRplvuMJBwA5awUslWnKfZVPraJ1D4j-LrYjJhKMZs or when you sign a player using this override the carrer mode crashes and if u dont have an old save the entire career save is broken Aranaktu, did you disable the editing of potential, or I just can't see it? Nevermind: database edit. Thanks. Just for curiosity, there is anywhere a list with all the hairtypes? I can find fragments on the net, without images, or just a few, not all the styles in one list with images. Last edited: Feb 21, 2018 Update 21.02.2018 - Added "Unique Player Kovement" section. (Now any player can run like 'Ronaldo'.) So here we are, after many many request and almost 10 hours of work I've managed to add an possibility to edit player run and sprint animation. However, it's a little bit complicated, so here is short guide how to use newest scripts: Video version: Run like Ronaldo! First of all you need to know id of your player which will have edited run or sprint animation. You can check player id in cheat table in "Editing Database->Database Tables->Players Table -> PlayerID" or on many websites like this one, created by me: In this case I'll show you how to edit Pique run style to Robben run style and Pique sprint style. I've checked Pique ID on the website mentioned earlier, and his ID is '152729': Let's change run style first. As I said, Pique will run like Robben, so in Cheat table navigate to "Unique Player Movement->Unique Run Style->Run Like:" and then right click on "Robben (edit playerids inside script") -> Change script", so let's do that! I've highlighted line which needs to be edited on the screen below: So, by default it's: And we need to add Pique ID this list, and it should look like that: local playerids = {152729, 0} Of course, you can make more players run like 'Robben' (or anyone else), just remember that the last value in this array must be '0'. Then just press 'OK' at the bottom of the window to apply changes and activate the script. This script should be activated before you start the match, but also it should work even if you make changes during a match. Here is final result, Pique running same as Robben! Now, sprint style. It's almost exactly the same as editing run style. In Cheat table navigate to "Unique Player Movement->Unique Sprint Style->Sprint Like:" and then right click on "Cristiano Ronaldo (edit playerids inside script!) -> Change script". You need to change similar line: In this case '20801' is ID of Cristiano Ronaldo, so we want to add our player without affecting the original player. After adding Pique to the array it should be activate the script should be activated before you start the match otherwise, it will not work. If everything is working, Pique will now sprint exactly the same like Ronaldo! That's probably everything for now. Have Fun! Join discord channel to check news about update and development progress. Direct download link: gMdTWIDA!zw1Pbdgq2zJZnkQUs -KPpcZqUiq19g89mEW244pEGw or Last edited: Feb 22, 2018 when you sign a player using this override the carrer mode crashes and if u dont have an old save the entire career save is broken Maybe the player you signed was on loan? I've managed to sign players which was "unwilling to relocate" and it worked fine without any problems. Maybe the player you signed was on loan? I've managed to sign players which was "unwilling to relocate" and it worked fine without any problems. Same here, no problem with this option, in fact it is something that I long wished it. How you achieved that? Ini editing? nope, I've just searched for "relocate" in in-game strings. I've found this Then I've checked which one of these are being accessed by the game when I enter "Transfer HUB" and which one when I press "Approach to buy". And after that, it's pretty "straightforward". backtrace, change execution route and hope it will work because otherwise you just wasted one or two hours for nothing. Are 127 players with traits? I'm I wrong? nope, I've just searched for "relocate" in in-game strings. I've found this: Then I've checked which one of these are being accessed by the game when I press "Approach to buy". And after that, it's pretty "straightforward". backtrace, change execution route and hope it will work because otherwise you just wasted one or two hours for nothing. I thought as much because I did not found nothing like this in the ini's. Very, very useful this cheat engine tool for modding fifa 18 and your work in particular because it is a hard tool to understand and to create anything from it. I've been trying for month to get some basic understanding but the progress is very slow. Are 127 players with traits? Nope. This while loop means that "playerids" array can contain 127 elements. So, actually, 127 players in your career mode can run exactly the same like Ronaldo. In game code it's defined as below(if I didn't missed anything.): Players with unique run animation in FIFA 18: - Sterling - Robben - Messi -Fernando Torres - Yaya Toure - Jordi Alba - Luis Suarez (Not sure about that) - Kante Players with unique sprint animation in FIFA 18: - Messi - Cristiano Ronaldo - Robben - Yaya Toure - Bale - Neymar and Jordi Alba (Both have the same sprint animation) However, they are more players with "something" unique. For example Eden Hazard, but I don't know what exactly. Nope. This while loop means that "playerids" array can contain 127 elements. So, actually, 127 players in your career mode can run exactly the same like Ronaldo. In game code it's defined as below(if I didn't missed anything.): Players with unique run animation in FIFA 18: - Sterling - Robben - Messi - Fernando Torres - Yaya Toure - Jordi Alba - Luis Suarez (Not sure about that) - Kante Players with unique sprint animation in FIFA 18: - Messi - Cristiano Ronaldo - Robben - Yaya Toure - Bale - Neymar and Jordi Alba (Both have the same sprint animation) However, they are more players with "something" unique. For example Eden Hazard, but I don't know what exactly. Oh! thanks man. Aranaktu, do you have knowledge about a boot id list with images or face hair like the one you indicated for haistyles??? Last edited: Mar 17, 2018 Nope. You can check boots textures with FrostyTool. Update 27.02.2018 - Update 05.04.2018 - Added "Ball Position" pointers to "In-Game Hacks" -Added "career transferoffer", "career scouts", "career scouts", "career managerinfo", "c ovrWkcU4rhS0flmiVFyic84pRuwFpYL3NdknQ or Page 18 Update 27.02.2018 - Updated traits (Thanks '@StillFunkyB#5412') Update 05.04.2018 - Added "career transferoffer", "career scouts", "career scouts", "career managerpref", "career managerinfo", "career users" and "career calendar" to "Editing Database->Database Tables" Join discord channel to check news about update and development progress. Direct download link: 1MslCYxL!XJGsf-ovrWkcU4rhS0flmiVFyic84pRuwFpYL3NdknQ or It's really nice to see that you are still in business and keep updating your table as well as keep adding new stuff. But may ask the question: How does: - Added "career transferoffer", "career scouts", "career scouts", "career managerpref", "career managerpref [Looking at "career transferoffer"]? Sorry for being that dumb but I actually have no clue what these features are doing and how they work. PS: Since I don't know how do you like. Best regards! I wanted to do something with all these "Transfer Talks Broken Down" emails. I started digging deeper and lye found an in-game function which queries fifa database. Now I know when and which table guite easily. I've added a bunch of these tables to the cheat table, but I'm afraid that most of them are not

useful at this moment. career scouts & career scouts in the game to obtain pointer for one of your scouts. Most of the stuff was available before, and now you can change scout name and probably returning date too: career managerpref & career managerinfo & career users & career calendar To obtain pointer for these tables you need to activate script before you load your career. I'll try to do something many interesting many interesting fields. It potentially can be used to change stadium permanently, change club without applying for a job and maybe even to extend career for longer than 15 seasons. career transferoffer The biggest disappointment of last 4 days for me. I thought that this table can be used to change stadium permanently, change club without applying for a job and maybe even to extend career for longer than 15 seasons. career for longer than 15 seasons. transfers. At this moment it's not useful at all, may be needed later, so it will stay in cheat table just in case. And thanks for coffees. :P Hey Aranaktu, Thanks for coffees. :P Hey Aranaktu, Thanks for doing amazing job of the game,I can't play career mode without your tool. Update 11.04.2018 - Added missing fields to "Teamkits Table" Join discord channel to check news about update and development progress. Direct download link: Update 12.04.2018 - Added "career playercontract", "teams", "leagueteamlinks" to "Editing Database ->Database Tables" Pointers to new tables can be obtained by going in-game to "Transfers -> Search Players -> And when you will be at this screen, you can make changes in table: Join discord channel to check news about update and development progress. Direct download link: Or II9VEaha!YWnbzEYyAriBZ5LcVp17pha_KhbCMWDOWgve_DHwIqg Thank you, Aranaktu, for your explanation and the two latest updates. I wanted to do something with all these "Transfer Talks Broken Down" emails. It would be great, if you couldd link: Or II9VEaha!YWnbzEYyAriBZ5LcVp17pha_KhbCMWDOWgve_DHwIqg Thank you, Aranaktu, for your explanation and the two latest updates. do something about it. This feature just doesn't work - if it happens like one time in five or six cases there would be no problem. But I got the feeling it happens every time I want to loan out a player and that's just unrealistic. Most of the stuff was available before, and now you can change scout name and probably returning date too: That's quite nice and hopefully the start of more regarding the scouting part. Maybe, if you find time in the future, it would be great, if we could get a month report every day and not every month. So if you send a scout to a country to look for youth players for three months, you would get the report every day for three days in a row, if you know what I mean. But that's just a feature I would like to see. and maybe even to extend career for longer than 15 seasons. That would be amazing! So we wouldn't need to do this "export and import squad file thingy" anymore. The biggest disappointment of last 4 days for me. I thought that this table can be used to edit existing transfer offer, but it looks like it doesn't work for non cpu transfers. At this moment it's not useful at all, may be needed later, so it will stay in cheat table just in case. I'm sorry to hear that but you never know what happens in the future. Maybe you will find your way through it. And thanks for coffees. :P You're welcome. Thanks for doing amazing job of the game, I can't play career mode without your tool. Yeah, same here. Best regards! Aranaktu, is there anyway you can determine a team to accept in transfer negociation - player I offer and not tell me they are looking for another position via cheat engine? Could you insert this option? Aranaktu, is there anyway you can determine a team to accept in transfer negociation - player I offer and not tell me they are looking for another position via cheat engine? Could you insert this option? Probably not. It will require too much time to find it comparing to the usability of this cheat. Arankatu, can you bring back the futwiz player copy thing just like fifa 17? thanks for this amazing table. Update 28.04.2018 - Added "DatabaseTables_copyplayerattributes.lua" & "EditingPlayer_copyplayerattributes.lua" k "EditingPlayer my cheat table for FIFA 17. Copy player stats from FUTWIZ DatabaseTables_copyplayerattributes.lua This .lua script will additional copy: - Skill Moves - Weak Foot - Height & Weight (If you use metric system in-game) Rest is the same as on video above, but instead of going to "Edit Player" in-game, go to "squad hub", activate "Database Tables" script in Cheat Table and highlight player you want to edit. Join discord channel to check news about update and development progress. Direct download links: Or IVNjVZIZ!Uv8jWxtTmH9DVRFug9j3ekeNE4iiljsxBZUfPJHiSt4 Update 30.04.2018 - Added "Player Injury". (Top scorer injury is not a problem anymore) How to remove injury from a player? 1. Activate "Player Injury" script 2. Go to "Transfers" -> "Search Players" in-game 3. Find injured player (4. Click on him (5. Now in Cheat Engine change following values: playerid to '4294967295', Recovery Date to '20080101' and set the rest to '0' (6. Done. Injury has been removed (Join discord channel to check news) and the rest to '20080101' and set the rest to '0' (6. Done. Injury has been removed (Join discord channel to check news). about update and development progress. Direct download links: Or 8MshxbKY!HBboMbRMAvTdk59lu8JNlKoDMQHpVROA021q8uuN_wI Is there any way to change the head of my manager avatar with your mod, but he looks chubby. lol Changing values in the body type section didn't do anything but I didn't know what I was doing. Is there any way to change the manager body to become slim? I can change the head of my manager avatar with your mod, but he looks chubby. lol Changing values in the body type section didn't do anything but I didn't do anything but I didn't know what I was doing. It must be "bodytypecode". If you don't know what value you should put there then try to copy it from any other manager which is slim. Does the cheat table work in Player Career mode? Not working for me. Works in Manager Career though. Is it possible to reduce or completely turn off other teams transfer activity? Theoretically speaking, yes. Just export cmsettings.ini by using Frosty Editor, open the file, search for TRANSFER = 1 and change it to TRANSFER = 0. Import the edited file by using Frosty Editor and you're good to go. Then there shouldn't be any CPU to CPU transfers anymore. But keep in mind that I didn't test it. Best regards! When I change that number in cmsettings.ini file and import it with frosty editor, after that I save .fbproject, and then load it with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty editor... what should I do next, because I am starting FIFA with frosty edit I do next, because I am starting FIFA with frosty mod manager, not frosty editor... You'll have to export your project to a mod then. You can do this by simply open Frosty Editor, export all the files you need, make all your changes, import all the files you need, make all your changes, import all the files back up and then starting FIFA with frosty editor... You'll have to export your project to a mod then. You can do this by simply open Frosty Editor, export all the files you need, make all your changes, import all the files you need, make all your changes, import all the files back up and then starting FIFA with frosty editor... You'll have to export your project to a mod then starting FIFA with frosty editor... You'll have to export all the files back up and then starting FIFA with frosty editor... You'll have to export all the files back up and then starting FIFA with frosty editor... You'll have to export all the files you need, make all your changes, import all the files back up and then starting FIFA with frosty editor... You'll have to export your project to a mod then. You can do this by simply open Frosty Editor... You'll have to export all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all your changes, import all the files you need, make all you need, make all you need, make all you need, make all you need, make you'll be able to load to file with Frosty Mod Manager. Best regards! Page 19 I ask you a long time ago, but you had another object. Can you add grass patterns and goalnet patterns for match options please bro? Will it be possible to find the ID of the stadiums that came with the World Cup Update? (Cheat Table for change stadium) @Aranaktu I have noticed that new faces that have been added are only in wc mod... Is it possible to add those faces from wc mod to career mode? The new update's awesome. I just played two matches and even though nothing has actually changed (regarding gameplay) it's just fun to play the world cup. Can't wait to try out if it's possible to use the new added stadiums in career mode. But I have encountered a problem: Your "please don't crash" script seems to be crashing the game now after the update's awesome. I just played two matches and even though nothing has actually changed (regarding gameplay) it's just fun to play the world cup. Can't wait to try out if it's possible to use the new added stadiums in career mode. But I have encountered a problem: Your "please don't crash" script seems to be crashing the game now after the update - quite ironic, isn't it? Or is it just me? Best regards! Can you remind me what this script supposed to do? Are you using newest Cheat Table version? I think I've deleted this script some time ago. The new update's awesome. I just played two matches and even though nothing has actually changed (regarding gameplay) it's just fun to play the world cup. Can't wait to try out if it's possible to use the new added stadiums in career mode. But I have encountered a problem: Your "please don't crash" script seems to be crashing the game now after the update - quite ironic, isn't it? Or is it just me? Best regards! No need for cheatengine in order to play with new stadiums in career mode, just copy the info from the stadiums for that. Too much work for Aranaktu in order to add a simple option possible in one minute to be done by anyone. hey MR Aranatku i was wondering if you could tell me how to use the players in the world cup update into career mode. please help me !!!! Last edited: May 29, 2018 Can you remind me what this script supposed to do? Are you using newest Cheat Table version? If you could tell me how to use the players in the world cup update into career mode. think I've deleted this script some time ago. I have been using this script to change teams in order to make loan offers for my own players since I barely get any. You have released a video on your YouTube channel where you are showing us how to do it - here you go: As far as I know you never actually added this script to the Cheat Table. But you have provided a link in the video description where we could copy and paste it and I did that. No need for cheatengine in order to add a link in the video description where we could copy and paste it and I did that. No need for cheatengine in order to add a link in the video description where we could copy and paste it and I did that. simple option possible in one minute to be done by anyone. Well, that's one way to do it. I would have just changed the Stadium ID inside Aranaktu's Cheat Table - so there is no work for him since he already added this feature. Best regards to both of you! can anyone tell what to do!!! Some how we can see new faces in Frosty But it's in the database. hope Frosty will update again to check other faces Update 30.05.2018 - Fixed bug which was disabling skill moves and fake shots after deactivating "In-Game Hacks" script. Join discord channel to check news about update and development progress. Direct download links: Or YAIVUCQI!ugKNMWqOUwgPEX2m5axYLNaCOkR1pfRbFMOyI4B_Vro Update 30.05.2018 - Fixed bug which was disabling skill moves and fake shots after deactivating "In-Game Hacks" script. Join discord channel to check news about update and development progress. Direct download links: Or YAIVUCQI!ugKNMWqOUwgPEX2m5axYLNaCOkR1pfRbFMOyI4B_Vro Hi Aranaktu. I can not set the time in the match settings, is there a problem with that? :/ Page 20 Update 02.06.2018 - Fixed "Time of Day" script Join discord channel to check news about update and development progress. Direct download links: Or RZIEBbAR!TXHpBYZDq0wNhWtPTcekAvd7vEfzsLUEc8NK7o3M6gA Is it possible to make a script to force the controls to lock into a chosen player? (player lock is not accessible in tournament and kick-off modes) Is it possible to make a script to force the controls to lock into a chosen player? (player lock is not accessible in tournament and kick-off modes) Is it possible to make a red/white etc circle/point instead of that blue triangle on top of players? Or at least a smaller triangle? increasing international rep with the cheat table doesnt increase a players overall like it should. is this a glitch? Hi Aranaktu, Thanks for you cheat table it's an amazing tool Do you think it's possible to found the emplacement of game speed for decrease it ? Like your discover of ultimate difficulty a ultimate slow gamespeed. Thanks Do you think it's possible to found the emplacement of game speed for decrease it ? Like your discover of ultimate slow gamespeed. No mod necessary. Set game settings to slow speed, and lower the speed and accel sliders to 1. Set pass speed to 1 as well if so inclined. Ultimate slow gamespeed done, takes 30 seconds. And BTW that will be WAY too slow for you, guaranteed. For years I've edited the db and lowered all players' speed, accel and agility ratings. It's actually the over-the-top agility ratings that are in large part responsible for the hyper-frenetic default gameplay and the CPU cheating. Hi Bangus, I've already try your solution and it's not a good solution. For example, the stamina is link with the sliders to 1, the players is never tired. Edit the DB is a not good solution too, because with the sliders acceleration if you set this sliders to 1, the players is never tired. you just deranged the game and the animation. Thanks anyway Hi Bangus, I've already try your solution and it's not a good solution. For example, the stamina is link with the sliders to 1, the players is never tired. Edit the DB is a not good solution too, because regens during the career have their accel speed and agility stat at the "normal" level. I want decrease the general game speed beacause with the sliders you just deranged the game and the animation. Thanks for you cheat table it's an amazing tool Do you think it's possible to found the emplacement of game speed for decrease it ? Like your discover of ultimate slow gamespeed. Thanks I've finished my work on the cheat table. I'll not add anything new, sorry. No problem thanks Fifa 19 looks fabulous, are you excited about this? Do you have new plans? My plans for fifa 19 is to not do anything. Will see what they will show on gamescom. If new leagues are everything that they can offer then fuck them. I'll buy PES. Any chances of changing the starting year of career ? My plans for fifa 19 is to not do anything. Will see what they will show on gamescom. If new leagues are everything that they can offer then fuck them. I'll buy PES. You are right bro, they add DLC to FIFA 18 and they are selling FIFA 19. Almost no improvement ... Changing TIME OF THE DAY (match time) doesn't work. Even though in pre-match menu you see selected time in table (1500 for instance), but the match is still played at 20:00. I mean about World Cup tournament. Is there any way in DB to unlock time of the game selection in game settings for World Cup tournament? Thanks for your hard work. Can anyone tell me if its possible to change a player's face to a custom player's face? The cus why, because a few days left everything working fine! Anybody with the same issue??? It doesn't matter if I start a new Career or try to continue a started Career. I Play with latest EA update and have some editing done with CG FE 18. Could that be a Problem now, I don't know. Can anybody help? Maybe Aranaktu? Thanks I Play with latest EA update and have some editing done with CG FE 18. Does exhibition mode still work? When did you update? I updated yesterday (WC update) and my game wouldn't run after that. I had to delete all files and download the entire game again overnight, now it's running fine. Does exhibition mode still work? When did you update? I updated yesterday (WC update) and my game wouldn't run after that. I had to delete all files and download the entire game again and again, with older versions of the cheat engine table and all that stuff. So I guess your Right, Bangus, time for a new Installation. ...with older versions of the cheat engine table If it runs on exhibition mode, not sure you need to re-install! I was asking just in case the game wasn't running at all. Sounds more like an issue with Cheat Engine/settings. Why aren't you using the latest version of Cheat Engine? If it runs on exhibition mode, not sure you need to re-install! I was asking just in case the game wasn't running at all. Sounds more like an issue with Cheat Engine? Of Course I used the latest Version of cheat engine all the time, but today I tried an older Version of cheat table because I want to see if this one works. But the same as before. I start the cheat table like everytime, than I hit in main menu of Fifa 18 continue Career, and bam I am back at Desktop, the game is closed. I never had that issue before with cheat table. After that happens everytime again and again I start my Career without cheat engine and I can Play normally my Career. I don't understand that, but tomorrow I try another patch loaded with frosty MM. I start the cheat table like everytime, than I hit in main menu of Fifa 18 continues Career, and bam I am back at Desktop, the game is closed. I never had that issue before with cheat table. Sounds like a bug in your modded career file. I had a career once that froze after one season because of a bug. Try career mode, no mod, see if it works. Is it possible to change color number of 3rd kit? My plans for fifa 19 is to not do anything Will see what they will show on gamescom. If new leagues are everything that they can offer then fuck them. I'll buy PES. Lets wait for the demo but the new gameplay stuff like Active Touch System, Dynamic Tactics and of course the CL could be great. I hope you will like it so you will work on a new table, love your work Good evening guys, i used the Manager Table not for a very long time and now i am starting a new career as Pep at City but when i change the head ID to 417 at an Away Game, he looked like a random one: Can anyone help me? @Aranaktu Hey mate, are you planning on doing the same for fifa 19? If so, how long would it be before the first release was out (roughly)? No pressure of any kind, was just wondering. I appreciate your efforts greatly, makes the game 10x more fun. Cheers. I already had this conversation on fearless forum and discord. tl;dr Thanks to UC Nerd and his help I've Origin Access Premier account and I've already started workin on an update. You can track this process here -> Planned dates of release (may change ofc.) For patrons: 28.09.2018 For everyone: 05.10.2018 Excellent news, Master! Appreciate your works in the past, and looking full of joy to the upcoming. Without career table at fearlessrevolution.com 2 weeks ago, but extremly good for all that your work on a new CCT for Fifa 19. Thanks a lot, I will join as patron your work. you said 28.09. could/will be the release, I watch your thread. Done! Thank you very much and I'm delighted to hear you're still working on the project even if this is your last year doing it (big tears). Last couple of Fifas were made much more tolerable with your awesome cheat table to remove the annoying stuff from career mode like fog of war etc. etc. Page 22 I've signed up. Without you, FIFA is rubbish so it's a worthy investment Whether you say that even if everyone else here in the forum and the rest of the modders now demand for their patches money? I think you can attach a donation button and on a voluntary basis, everyone wants to donate, but what makes here the user Aranaktu, is in the end nothing else than a patch subscription offer. I love what the user is offering here with his FIFA Cheat Table, but selling a subscription offer. I love what the user is offering here with his FIFA Cheat Table, but selling a subscription offer. I love what the user is offering here with his FIFA Cheat Table, but selling a subscription that does not belong here in such a forum or similar platform, Sorry! In addition, this can also bring legal problems compared to EA, if you offer commercial modifications and nothing else is a patch subscription! you do not have to use it... Whether you say that even if everyone else here in the forum and the rest of the modders now demand for their patches money? I think you can attach a donation button and on a voluntary basis, everyone wants to donate, but what makes here the user Aranaktu, is in the end nothing else than a patch subscription offer. I love what the user is offering here with his FIFA Cheat Table, but selling a subscription that does not belong here in such a forum or similar platform, Sorry! In addition, this can also bring legal problems compared to EA, if you offer commercial modifications and nothing else is offering here with his FIFA Cheat Table, but selling a subscription that does not belong here in such a forum or similar platform. a patch subscription! Patreon is win-win situation for everyone. I'm receiving extra money which motivate me to fulfill Patrons expectations. I'm spending almost every hour of my free time on updating for everyone. I'm receiving extra money which motivate me to fulfill Patrons expectations. I'm spending almost every hour of my free time on updating Cheat Table. Even if you are not Patron you will get more features earlier because of that. This is the most useful tool in my opinion, so I will subscribe. I really hope you'll release a fifa 19 cheat table as soon as possible. Whether you say that even if everyone else here in the forum and the rest of the modders now demand for their patches money? But you dont need to pay if you wont, you can wait and get the free version with all benefits. A free world This is the most useful tool in my opinion, so I will subscribe. I really hope you'll release a fifa 19 cheat table as soon as possible. There is a cheat table for patreons, on friday is the release for everyone It's not that, just showing my support for Aranaktu in anyway I can, even in this way if he prefers it. I use this tool a lot and the man works at it for free. Whether you say that even if everyone else here in the forum and the rest of the modders now demand for their patches money? I think you can attach a donation button and on a voluntary basis, everyone wants to donate, but what makes here the user Aranaktu, is in the end nothing else than a patch subscription offer. I love what the user is offering here with his FIFA Cheat Table, but selling a subscription that does not belong here in such a forum or similar platform, Sorry! In addition, this can also bring legal problems compared to EA, if you offer commercial modifications and nothing else is a patch subscription! Do your research before making baseless accusations. Aranaktu isn't "demanding" anything. If you don't want to pay, then don't... you can still use the table for free Honestly Sorry for the noob question, with the cheat table can i disable Completly Transfers on the first season? FIFA 18 - Career mode Cheat Table Special thanks to gaelyoh for sharing the game with me. Cheat table for FIFA 18. Designed to improve your experience with Career game mode. To run this tool you need to install Cheat Engine 6.7. What is Cheat Engine? Working only on PC. Features: ONLINE Alt + Tab Disconnect bypass Unique Player Movement Unique Sprint Style Messi Cristiano Ronaldo Robben Yaya Toure Bale Neymar/Jordi Alba Editing Database Players table Editable OVR/POT/POS/NATIONALITY etc. Editable Attributes Editable Traits Editable Player Unlock "Edit Player" in career menu Edit Player Editable Playername/birthdate Editable Physical attributes Editable Personality Player Training Remove countdown More efficient training Unlimited Training Sessions Training sim - A Club Finances Free & Unlimited Releasing Players Player Contract Disable negotiation status checks Editable contract details during negotiation status checks Editable contract Disable negotiation status checks Editable contract Disable negotiation status checks Editable contract details during negotiation Edit Job Offer Ability to edit existing job offer and choose club/national team you want to manage Transfer HUB Change Release Clause value to 1\$ (only for players with release clause) Allow Transfer.ini & Transfer.ini Day Weather Half Length (min. 1minute - max. 30minutes) Side Changer CPU vs CPU Control Home Team Control Away Team Morale Disable in every scout report) Reveal ovr and pot PRIMARY ATTRIBUTES RANGE = [10, 20] (higher primary attributes) SECONDARY ATTRIBUTES RANGE = [10, 20] (higher primary attributes) 100% chance for 5* weak foot 100% chance for 5* Set up multiple scouting networks in the same country In-Game Hacks Manipulate Match Timer Unlimited Substitutions 5 stars skill moves Injured/Never Tired/Never Mega.nz Download from GitHub F.A.Q: Video tutorial by Und3rcov3r Nerd FOR FIFA 14 please You can disable the first transfer window but not the following January one. I have reduced the budget of the teams, I have put all the players "One club player" trait but I have not managed to block the transfers completely. I suppose there will be a way to get it, but I have not discovered how. It would be great if someone could do it. Hola a todos .. alguien me puede ayudar? No me funciona cpu vs cpu fifa 18 hello, What does the "More efficient training" option do exactly? I tried it last night on some of my players and in some cases their OVR went up by +2 in a single session. One or two if their their attributes went up as much as +12 points. That's a little extreme for a single training session. But I am still interested in using the options train very low secondary attributes as long as I know what to expect. I don't want to over do it. Does it increase the result by 10X for example? If so, is there a way to reduce this? Last edited: Dec 11, 2018 hello, What does the "More efficient training" option do exactly? I tried it last night on some of my players and in some cases their OVR went up by +2 in a single session. One or two if their their attributes went up as much as +12 points. That's a little extreme for a single training session. But I am still interested

in using the options train very low secondary attributes as long as I know what to expect. I don't want to over do it. Does it increase the result by 10X for example? If so, is there a way to reduce this? This script is changing some modifiers in training calculation formula. You can edit script by yourself if you want to reduce the effect. As far as I remember, the formula is: BASE_CALC_VALUE * PERFORMANCE_GRADE_MODIFIER * UNKNOWN_MODIFIER_1 * UNKNOWN_MODIFIER_2. Default values are: BASE_CALC_VALUE = 3500 PERFORMANCE_GRADE_A_MODIFIER = 1.25 UNKNOWN_MODIFIER_2 = 2.0 After activating script: BASE_CALC_VALUE = 3500 PERFORMANCE_GRADE_A_MODIFIER = 1.25 UNKNOWN_MODIFIER_2 = 2.0 After activating script: BASE_CALC_VALUE = 3500 PERFORMANCE_GRADE_A_MODIFIER = 1.25 UNKNOWN_MODIFIER_2 = 2.0 After activating script: BASE_CALC_VALUE = 3500 PERFORMANCE_GRADE_A_MODIFIER = 1.25 UNKNOWN_MODIFIER_2 = 2.0 After activating script: BASE_CALC_VALUE = 3500 PERFORMANCE_GRADE_A_MODIFIER = 1.25 UNKNOWN_MODIFIER_2 = 2.0 After activating script: BASE_CALC_VALUE = 3500 PERFORMANCE_GRADE_A_MODIFIER = 1.25 UNKNOWN_MODIFIER_2 = 10.0 Hi Aranaktu. This morning I discovered your amazing system after buying FIFA19 on PC for a change instead of console. So far I'm working everything out and it's going great, however I've seen on this forum last year there was support to alter a players running style to the likes of ronaldo/sterling etc. This is done by a field in cheat table called unique running style, is this a thing in the fifa19 version? Or is it yet to be implemented. Thankyou in advance for your help! You rock!

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