



**Universal Patch
for
WE7 international Japan**

By



<http://wefantasy.altervista.org>

GENERIC INFORMATION

REVISED

This patch is an update of X-Patch 1, since the file is not much big and to simplify the installation too, we've released it not as a fix but as a stand-alone patch.

Therefore the patch must be applied directly on WE7int.

We suggest to read all this readme, and if you've already applied the X-Patch 1 without problems too, **you must read at least the section "How to apply the patch"** since some details has changed in installing procedure

UNIVERSAL?

We define the patch "universal" 'cause it can be used for DVD or CD and you can apply it to obtain any language comment in game. Using DVD you can obtain the game patched with multiple comment available, max to obtain all 6 comment available (eng/ita/jap/fra/deu/spa) on a single DVD. Using CD you can apply the patch to obtain a single comment of your choice.

X-PATCH?

We had many doubt about name of this patch, after some time we realized that the patch would be a "cross" from existing WE7 patch and new format of WE7int, however we didn't find an original name... we named the patch X (sounded like "unknowed" to us) and this name liked us☺

CONTENTS

Inside RAR you find:

- XPATCH_REV.AFP
- OVER.AFS
- OVER.AFS_SLOW
- SLPM_654.97
- SLPM_654.97_CD_Version

- Readme.pdf
- Leggimi.pdf
- \TOOLS
 - o AFS explorer 3.1 pre-release
 - o CDMage beta
 - o ECCregen
- \OPTIONAL
 - o Nike90edit.AFP
 - o Heyya.AFP
 - o Little.AFP
 - o Beautifulday.AFP
 - o Palabras.AFP
 - o Freestyler.AFP

N.B. AFSExplorer 3.1 pre-release has been include by Tato authorization, 'cause you can't apply the patch with previous (thanks friend ☺)

FEATURES

Below you can read the patch's features, for a list of only update from previous X-Patch 1, see chapter "HISTORY"

GENERIC

- Names players and teams traduced
- DATABASE
 - o All transfers updated to February 2004
 - o Added Middlesbrough, Stuttgart and Sampdoria on West Ham, WE Utd e PES Utd
 - o Real names for ML "Youth"
 - o Costs and salaries of ML players correct
 - o Optional file to get same stas reduced for all players (see chapter "OPTIONS")

GRAPHICS

- Kits for all teams
 - o Updated Kits (New Nike and Adidas kits for many teams, new Italy kit included)
 - o Bug "distant numbers" fixed (we used kit 3d model n.5 where possible)
- gloves for all goalkeepers
- 9 shoes available (read note below)
 - o Diadora Attiva (editable)
 - o Puma King (editable)
 - o Nike Vapour (editable)
 - o Nike Total90 III (look at bottom during replay ☺)
 - o Lotto Sheva
 - o Adidas Cup
 - o Adidas Pulse Red/Black
 - o Adidas F50
 - o Adidas Predator Gun Metal
- Custom Stadiums
 - o All stadiums with suppoters banners (someone differenced day/ night)
 - o New short adboards (UEFA CL style)
 - o UEFA CL stars at center of field of AufSchalcke stadium (CL final stadium)
 - o New stadium images for stadium selection screen in ML and friendly match (with flag of home team)
 - o stadiums correctly linked to teams
- Other
 - o Balls: Adidas Finale and Nike GEO merlin

- Premier League number style available for kit
- Many new backgrounds CL theme (and generic football theme)
- High quality 256 colors flag (2 set available – read note below)
- New internal graphic CL style for ingame screens (scoreboard etc.)

AUDIO

- 32 personalized chants + 4 generic, chants list:
 - SAMPDORIA
 - PARMA
 - ARGENTINA
 - ROMA
 - BRASILE
 - LIVERPOOL
 - REAL MADRID
 - BORUSSIA DORTMUND
 - BAYER MUNCHEN
 - VALENCIA
 - DEUTSCHLAND
 - CHELSEA
 - ENGLAND
 - ESPANA
 - BRESCIA
 - FRANCE
 - CHIEVO
 - MONACO
 - DEPORTIVO
 - INTER
 - BARCELLONAI
 - ITALIA
 - B. LEVERKUSEN
 - JAPAN
 - JUVENTUS
 - LAZIO
 - HOLAND
 - ARSENAL
 - MILAN
 - PORTOGALLO
 - MANCHESTER UTD
 - TURKY
- Teams callnames and chants already associated
- Music
 - Main Menu Dragostea din tei - Hyaduci
 - Master League menu Dire Straits
 - Setup menu Where is the love - Black Eyed Peas
 - Cup menu Che fantastica storia è la vita – A. Venditti
 - Ending Cup Knocking at heaven's door – Guns&Roses (with chants on background)
 - Ending ML "The gladiator" – movie theme
 - Highlights Blur
 - Several optional music available (see chapter OPTIONS)
- New entering-field intro with speaker announcing players names and ML music on background

VARIOUS

- Real names for referees
- Real names for stadiums
- Real names for balls
- Custom X-Patch Option File (to avoid overwrite or delete previous option file)

OPTIONS

In the RAR You find several OPTIONAL AFP, these are little add-on patch that permit to personalize some aspects of game, you can apply them at your choice, and regardless to order, below the list of contents:

- **Nike90edit.AFP**
Install a different set of shoes that contain new Nike Total90III editable (switch Nike Vapour) and Nike Vapour Mercurial not-editable (switch Nike Total90III not-editable)
- **Heyya.AFP**
Main menu music: Hey Ya (Outcast)
- **Little.AFP**
Main menu music:: A little less conversation remix (E.Presley/JXL)
- **Freestyler**
Main menu music: Freestyler – Bomfunk MC
- **Beautyfulday.AFP**
Highlights music: Beautiful Day (U2)
- **Palabras.AFP**
Master League music: Las Palabras de Amor (Queen)

OVER.AFS_SLOW

Is a alternative stats-file that if used (instead of the “normal” OVER.AFS, see instructions in section “How to apply the patch”) reduce some points stats for all players, the resulting play is, in our opinion, more realistic, below the stats-variations obtained:

- Speed -8
- Acceleration -8
- Response -7
- Short pass speed -7
- Shot power -4
- Teamwork +5

NOTE FOR SHOES

WE7int has only 7 shoes but we managed to have 9 shoes as in WE7, however, if a player has shoes n. 8 or 9, and you change them in edit mode, you will not be able to reinsert those values!

NOTE FOR FLAGS

High quality 256 colors not-transparent flags area already available in game, if you want, you can use others background-transparent flags, you find them in edit mode/change team/strip, in this screen you can easily set to flag for the clubs teams

BUGS

It's not really a bug, but for lack of time we don't update the set of mini-kits (maybe a add-on for this)... and surely others “wrong” thing will came out...

HOW TO APPLY THE PATCH

GENERIC NOTE

X-Patch use a advanced way for patching, based not on classic PPF, but on AFP system of AFS Explorer, this system permit much more flexibility and compatibility, and probably will be used more often in future (we hope).

The system is only slightly more complex and need some more step and care, but nothing of so difficult, follow the istructions carefully and you don't get problems. The istructions can appear much, but this 'cause we want to be much detailed to avoid confusion, therefore... take heart and go on ☺

AFS EXPLORER

You need to install AFS Explorer Pre-Release included in patch and use this for patching, DON'T USE OTHER VERSIONS, will not function. To install you must

simply unzip the file included in TOOLS folder

LINKS FOR SOFTWARE (NOT INCLUDED IN PATCH)

Isobuster <http://www.smart-projects.net/isobuster>
Nero <http://www.nero.com>
CDRwin <http://www.goldenhawk.com>

APPLY PATCH ON DVD (YOU NEED A DVD BURNER)

- 1) Obtain a ISO image of WE7int DVD (you can use Nero for this)
- 2) Open ISO image with Isobuster, extract ALL FILES in a folder on you HD, name this folder WEDVD
- 3) If in this folder you have a SLPM_654.98 file, you need to make an additional step:
 - a) Delete the file SLPM_654.98
 - b) Open file SYSTEM.CNF with Notepad and change the "SLPM_654.98" in "SLPM_654.97" (you must only type "7" on "8" and save)
- 4) Copy files SLPM_654.97 and OVER.AFS FROM XPATCH_REV folder to WEDVD folder (overwrite existing files)
- 5) In WEDVD folder, choose the DATA_X.AFS with comment that you want patch (where X is E for English comment, I for Italian, J for Japanese, F for Franch, G for German, and S for Spanish) . menu text will be always available in any languages, for every comment you choose
- 6) Run AFS Explorer 3.1 Pre-Release (you must use this version!)
- 7) Go on File/Configuration e check "ignore descriptor lenght"
- 8) Go on File menu and Import the DATA_X.AFS you choosed
- 9) Go on File menu and select Update. When asked save on same DATA_X.AFS that you have extracted
- 10) Uncheck "ignore descriptor lenght" and reload DATA_X.AFS (it must load without warning)
- 11) Go on Advanced and select "Import Patch"
- 12) Select the XPATCH_REV.AFP file
- 13) AFS Explorer advice you that some files need more space and need to regenerate the DATA_X.AFS file, click on ok, and select a new name for regenerated file, name this as DATA_X_NEW.AFS
- 14) Wait, the import procedure last some minutes (depend on PC speed), at the end your DATA_X_NEW.AFS will be patched
- 15) Run "FILESIZE" plugin of AFS Explorer (click on green/black icon on menu bar)
- 16) Click on REGENERATE, the program ask you the name of new regenerated file, save file on same SIZE_X.AFS
- 17) Repeat all step from **5 to 16** for any DATA_X.AFS that you want patch, the linked comment will be available in patched DVD (attention, this operation is FACULTATIVE, it's sufficient have only one comment and then patching only one DATA_X.AFS)
- 18) Exit from AFS Explorer
- 19) Delete all "old" files DATA_X.AFS (**ATTENTION: ONLY THOSE THAT YOU HAVE PATCHED!**) and rename relative versions NEW as "normal", ex:
 - if you patched file DATA_E.AFS, now you have this one and a DATA_E_NEW.AFS
 - Delete file DATA_E.AFS
 - rename DATA_E_NEW.AFS in DATA_E.AFS
- 20) **ATTENTION, AT THIS POINT YOU CAN INSTALL OPTIONAL AFP (read below)**
- 21) Now all files in WEDVD folder has been updated
- 22) Open Nero 6.0.2.3 (o newer version, older don't function!) and choose "New DVD UDF/ISO compilation" (leave all option on default)
- 23) Select ALL files in WEDVD folder and import them in your DVD compilation, after burn your DVD patched.

HOW TO APPLY PATCH ON CD

You can apply the patch on CD too, you must first obtain a CD version from DVD of WE7int, for this follow the instruction on below link (english):

<http://forums.evo-web.co.uk/viewtopic.php?t=19190>

After:

- 1) Use CDRwin to obtain a BIN image of the CD
- 2) Open BIN image with CDMage
- 3) Choose the DATA_X.AFS corresponding to comment that you have on CD (E for English, I for Italian, J for Japanese, G for German and S for Spanish), this is the one that you must patch
- 4) Right click on DATA_X.AFS choosed and Export it
- 5) Follow step **5-16** as described in previous section (apply patch on dvd), at the end you have a DATA_X_NEW.AFS patched file and regenerated SIZE_E.AFS
- 6) **ATTENTION, AT THIS POINT YOU CAN INSTALL OPTIONAL AFP (read below)**
- 7) Run CDMage and load previous BIN image of CD
- 8) Right click on DATA_X.AFS (the one that you have exported before) and Import the DATA_X_NEW.AFS (you don't need to rename it)
- 9) Right click on OVER.AFS and import OVER.AFS file that is in XPATCH_REV folder (non c'è bisogno di rinominarlo)
- 10) Right click on SLPM_654.97 and import **SLPM_654.97_CD_Version** from XPATCH_REV folder (you don't need to rename it)
- 11) Right click on SIZE_X.AFS file (where X is the same letter of DATA_X.AFS selected at beginning) and Import regenerated SIZE_X.AFS
- 12) Save BIN image from file menu (leave options on default)
- 13) Run ECCRegen, choose the BIN image and SCAN it, fix errors if any.
- 14) Burn the BIN image with Nero (or other software), use this setting:
 - burning speed: 4x
 - mode: DISC AT ONCE
 - leave all other options on default

NOTE

- when IMPORT files, CDMage probably will advice you that the file is smaller than original and ask if you want PADDING the file, reply Yes and go on.
- CD patched, can hang on selecting comment screen, to avoid this you must use a trick: at this screen choose the same language of comment available on CD, then when in main menu go on OPTION (last voice) and then in OPTION menu select LANGUAGE (last voice) and choose a language for menu text (sorry for this inconvenience... but not dependig from patch)

INSTALLATION OF OPTIONAL AFP

You can install optional AFP files after applied main X-Patch, or (to speed up the process) at definite point of apply main patch procedure (see bold text evidenced point). To install:

- 1) run AFS Explorer and import DATA_X.AFS choosed (obviously already patched). You don't need to Update this file (you just made this before)
- 2) Go on Advanced and import AFP that you want apply
- 3) If AFS Explorer advice you that need to regenerate:
 - a) choose a new name for regenerated file, ex. DATA_X_NEW.AFS
 - b) at the end of import delete old DATA_X.AFS and rename DATA_X_NEW.AFS in DATA_X.AFS
- 4) repeat steps 2-4 for any optional AFP that you want apply
- 5) **ATTENTION:** after applied all optional AFP that you chosed, you must run FILESIZE plugin and regenerate SIZE_X.AFS (save on same SIZE_X.AFS if any)
- 6) the patched DATA_X.AFS and regenerated SIZE_X.AFS will go into DVD UDF/ISO compilation (with all others files) or imported in CD BIN image with CDMage if you're using CD

OVER.AFS_SLOW

To install the file OVER.AFS_SLOW, simply rename it in OVER.AFS and insert it in your DVD UDF/ISO compilation. If using CD (referring to "apply on cd" section) when you, in cdmage right click on over.afs, import the file OVER.AFS_SLOW (instead of "standard" one)

HYSTORY

Below the list of variations from X-Patch 1.0

- DATABASE
 - o fixed some double-entry players
 - o several look and stats changed
 - o a lot of callname fixed
 - o many players face fixed
 - o fixed bug of Werder Bremen freeze (caused by wrong Stalteri stats)
 - o added a optional OVER.AFS with some stats reduced for all players (for better playability)
- GRAPHIC
 - o shoes fixed (inserted new Nike Total90III fisse and optional AFP with same shoes editable)
 - o fixed AufSchalke stadium (caused from wrong 3d model)
 - o inserted stars logo of CL at center field of AufSchalcke stadium
 - o added supporter banners to AufSchalke stadium day versions
 - o changed some parts of Mestalla stadium
 - o changed some parts of Ali Sami Yen stadium
 - o fixed border field of Bernabeu stadium
 - o inserted some kits not inserted before, and many kit switched with new or better versions (a total of over 100 kits inserted)
 - o inserted custom gloves for all GK
 - o inserted new high quality 256 colors flags
 - o inserted several sport-theme menu background
 - o inserted new stadium selection screen for ML
 - o fixed about totally the "long distance numbers" bug on kit (we used 3d model n.5 for all kit which are fixable)
 - o changed some details in internal game graphic
 - o switched Roteriro ball with Nike GEOmerlin
 - o the graphic has been generally improved using less compression
- AUDIO
 - o fixed Real Madrid chants bug (wrong association)
 - o modified entering field intro (added CL music on background)
 - o modified Cup Victory music (added chants on background)
 - o added many optional AFP for new music
- OTHER
 - o Option file custom (to avoid overwrite etc.)

CONTACTS

For others details and for anything about patch (bug, suggestion etc.) we will post a toic on main we-forums (evo-web, wedoit etc.), a apposite section (in english too) is already available on our forum on WEFANTasy site (<http://wefantasy.altervista.org>)
The X-Patch is MODULAR and therefore we have some add-ons on development phase, info on our site/forum

CREDITS

In X-Patch there is much original work, but we used much stuff produced from others. Therefore our credits go to all teams and patchmakers that have realized stuff used in this patch (Wendetta in primis)

Thanks to Tato for his extraordinary tools, and for concede me to include AFS Explorer 3.1 Pre-Release in this patch. Thanks for same motivation to Kmochida, for his complete editor and for all his support and help (i'll change my old PC and

WindowsME a.s.a.p. my friend ;-) and to Waterloo, Asimov and Obocaman... we hope these guys will continue to develop and share their tools with all WE-Community.

And finally.... enjoy the patch :-)