10 things You can do in the FM Editor



The Editor in Football Manager is the best tool to customize a save in the game. The options available are almost endless. If you are willing to spend time editing the database and adding custom rules. I have sometimes spent days on the editor to create my personal perfect game.

With the advanced settings the options are even greater this list will focus on the basic changes you can make without spending weeks figuring your way around the endless pages of data.

1.Remove work permits



Want to bring the best young players from Brazil before you're paying hundreds of millions in transfer fees. Want to stop Brexit so you can keep signing inexpensive players from Europe. Well you can re-write a nations rules and take them away or make it easier to get work permits. In most nations work permits are granted based on a players international appearances. The default setting is 50%. In the editor you can change the percentage or change to weekly wage of just £50.

2.Add your own Cups



How about bringing back some old competitions. Maybe the Anglo-Italian Cup or The English Super Cup. Perhaps you want to make one after yourself. On the Add Nation Rules you can custom cups to the game. You can either create a cup yourself or find extinct ones to revive. These can be in knockout or league format. You can even have teams from other countries in your custom cup.

3.Get rid of VAR



Had enough of VAR? Miss arguing over goal decisions. On the database of the editor you can simply remove the VAR or goal line tech from any competition that uses it. No more watching the ref run to halfway to check the penalty that you know the game will give against you. The opposite is also an option if you really want VAR in the San Marino Premier league.

4. Change or remove Transfer Windows

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When setting up nation rules you can set how the transfer windows work. So, if you want domestic transfers to happen all season long you can. Want to have loan moves an option any time this can be done. Pre-Contact negotiations can be changed to allow Bosman rule moves to be negotiated earlier. You can also change the ages for youth and full pro contracts.

5.Add Regional Lower Leagues



Want to really start at the bottom? Then add the structure below the 92. The database has the teams and the division within it, and you can add as far down as you wish. The English database goes down to county leagues so you can start your career at an amateur club.

Image: Second Second

6.Create a team of you and your mates

On the latest versions of FM, you can start a save with the create a club option. This lets you create a club from the base of an existing club. In the editor you can create clubs from starch. This will let you not only set the name, but you can players to play for your fantasy team. As well as the team name, ground, players you can set the reputation, meaning you could start as the best side in the world. Set your mates up as wonderkids and make a charge to the Champions League.

7.Allow Standing at games



Most football supporters miss the standing terrace. But due to competition rules stadiums in most top leagues require all seater stadiums. In the editor you can just remove the need for all seater from any competition you chose. Bear in mind if the team you want to manage already has an all seater, you will need to edit the stadium details.

8.Make "B" Teams



Spain and Germany among other nations allow "B" teams with their football leagues. It has been discussed as an option for English teams, but in FM you could make it a reality. Or if your starting at a smaller club and want your own "B" team you can add one into the game. Having an actual league side for your club can give youth players a chance to gain match experience. As with development sides you can take control yourself or appoint a team manager. With your "B" you can assign them to sign players for that team.

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9. Move Teams to a different Country

This can be tricky to work but make an interesting game. You can take Celtic or Rangers into the premier league and see how well they would really do. Take Canadian teams out of the MSL and make a true Canadian league. Make a Welsh Premier with all Welsh teams in it. Or be wild and place Barcelona in the English League 2. You can also re-structure a league with clubs from multiple nations like a Celtic Nations League.

10.Make your own Stadium move



We have all been there, taken a team from non-league to the prem but the board will not grant that new stadium. "We don't feel the level of support is there". Well don't worry about it anymore. You can add a stadium move for anytime in the future. You can create the stadium as big as you wish and set your move in date. Just make sure you're a topflight club when you move to your 80,000seat stadium. You don't want to be a league two side getting 2000 fans in a giant stadium. These are just a few examples of what can be done with the editor. You can find some of these already done on things like the steam workshop or FM Scout. The editor takes time to learn and fully understand and can require several tests to ensure the game runs correctly. But setting your own rules can make the experience of the game even better.