



3x TSB Hacking info requests

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DARRELL GREEN



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Location: Tecmo Super Street**Tecmo Titles:** Lincoln V (2015)

Posted April 30, 2010

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1. Increase the speed of snaps in the air - in particular: shotgun to QB, XP, and FG attempts. Simply make the ball go faster in the air to the recipient of the snap.
 2. Change the "Player Condition" attribute bump/decrease to "times 2" (instead of default x1).
 3. Change the attributes that get boosted for COM (when juiced) - change the "boost" destinations (Off speed, def speed, int, pc, rec) to other attributes.
- Any direct help or indirect discussion would be great!

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"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)**Yak**

Tecmo Fanatic



Members

Posted May 11, 2010

[Report post](#)**buck said:**

1. Increase the speed of snaps in the air - in particular: shotgun to QB, XP, and FG attempts. Simply make the ball go faster in the air to the recipient of the snap.

This is a nice idea. I like it. I'm fascinated by what 'Snaps' really even are. Are shotgun snaps its own 'play,' or is it simply an automated animation, which precludes its own values of speed and such to simply animate itself in the time it's programmed for the QB to take control of the ball. Hmmm...

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5,286 posts

Location: Boston, MA

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jstout

Tecmo Super Champion



Members

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537 posts

Posted May 11, 2010

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✓ buck said:

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1. Already had in my notes:

Loft of Snap - x28D0E and Speed of Snap - x28D12

Loft of Pitch - x2A9E8 and Speed of Pitch - x2A9EC

2. The player condition code is an utter mess and not really logical. But maybe something can be done.

3. The code has places that load player rating then add stored juice then stores the new player rating. Just a matter of editing the code to do so with the attributes you want.

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buck

DARRELL GREEN



Members

+ 2,060

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Posted May 11, 2010

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Thanks for #1, JStout.

So, regarding # 3, it would be cool if the COM attribute that gets boosted is randomly chosen (by a subroutine)! Like HP, BC, INT, MS, RS, RP, etc -

But how involved is just the basic changing of attributes, like REC boost to HP boost instead? Or any other attribute?

PS - thanks for the bump MGK.

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"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind."

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drunken_honkey

Town Drunk



Posted May 11, 2010

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Wow great stuff, was wondering about the snap thing the other day. Didn't even think about



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the pitches. Buck and Jstout way to go, one of our problems with TSB3 was the flow of a play. Will look into the code and see if I can find it for our rom. Again much credit to all 3 of ya'll and another great find. Mucho Gracias...

[Post made on a Tecmo Super Mobile Device!]



Quote



Hook 'Em!! Whatcha know 'bout them Texas boys!!



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

Yak

Tecmo Fanatic



Members

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5,286 posts

Location: Boston, MA

Posted May 11, 2010

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Moved to Hacking Documentation. :thumbsup:



Quote



hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted May 11, 2010

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▼ jstout said:

▼ buck said:

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Found snap speed it in TSB3....thanks for the lead it is at x1A2A1(HIGHER THE VALUE, THE FASTER THAT BAD BOY GOES.) Sure that the loft and everything else is on there.

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The 'U' Knows Swag



NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>

rI7085

Getting Started



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Is there code for increasing the snap speed to the punter?

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