



CPU Logic for Play Selection?

By Yak, June 2, 2009 in ROM Editing Discussion

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Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 2, 2009

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This question is directed at the coding gurus (or anyone who might have information about the subject):

What do we know about how the CPU selects offensive and defensive plays? Are these bytes editable to streamline the logic to which the CPU selects offensive / defensive plays? Is it based purely on what offensive / defensive pattern the player selects, or is it situational?

[Example]

I've been scanning over my knowledge base and trying to pinpoint any future edits I'm still interested to make for Tecmo Super Coach. This is the last 'topic of interest' that I know nothing about, and could go a long way into making playing the computer more interesting / challenging.

Bueno for any education provided.

[Quote](#)

1



Tunnelrunner reacted to this

bruddog

Down with button mashing



Posted June 2, 2009

[Report post](#)

if anyone knows it's jstout.

CPU play calling logic is one thing that is very bad. TSB Ultra was trying to implement something like that back in the day where you could set play tendencies for each team. TSB Ultra was basically a modification of on of the emulators that would implement most hacks via RAM and a separate GUI interface.

[viewtopic.php?f=37&t=1937&hilit=TSB+ultra](#)

Moderators

+ 3,074

11,466 posts

Location: Ca

I wish that coder had gotten farther along as that is really the best way to hack tecmo rather than to try and hard code everything where you are so limited by the NES architecture. Not to say that what has been accomplished by cxrom, jstout, and you isn't anything short of amazing.

Even some very basic logic on offense and defense would go a long way.

The CPU logic is probably pretty close to completely random but I've never looked into it.

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 2, 2009

Report post

bruddog said:

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<http://www.tecmobowl.org/forum/viewtopic...=TSB+ultra>

I wish that coder had gotten farther along as that is really the best way to hack tecmo rather than to try and hard code everything where you are so limited by the NES architecture. Not to say that what has been accomplished by cxrom, jstout, and you isn't anything short of amazing.

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The CPU logic is probably pretty close to completely random but I've never looked into it.

That's the thing; I'm not totally sure if it is random. Now that this ROM I've edited has universally specific defensive reactions, I'm beginning to notice some tendencies by the CPU. I don't know enough about the game engine itself, regarding CPU play selection, to create any sort of educated theories however, so I'm going to have to hope that Jstout or the other coding homies here have a better understanding of what's going on.

That is an interesting link, though, for sure.

+ Quote



amrush

Promising Rookie



Posted June 2, 2009

Report post

I'm inclined to agree with YM here that the CPU logic's play selection might be considerably less than random. When I altered the CPU logic in TSB3 for 4th down decision-making, I had to adjust factors that the CPU takes into account like yards-to-go, ball location and time on the clock.

It's certainly possible that the CPU goes through similar 'scenario' logic on 2nd and 3rd down (1st down being 100% random would seem very plausible), but given the more

Members
● 0
97 posts
Location: tecmo hell

primitive assembly language for TSB, a mostly random CPU playcalling logic wouldn't shock me...
amrush

+ Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!
After 8 f*cking years I actually have an all-time rom I can play... Yay



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted June 3, 2009

Report post

For the most part, the offensive and defensive play calling is totally random but there are a few situational logic calls like right near the goal line it will call run more than pass. There is a lot of logic on whether to kick a field goal, punt, or go for it. I attached all the relevent game code (it is quite long and goes every which way).
I'm quite sure code can be written to adjust the computer to whatever you wanted. On a side note, I wrote some defensive code that works in the same way as TSB Ultra that actually is on the CIFL rom.
*Code now has notes to help follow along
[tsb_play_call.zip](#)

+ Quote

↑ 1

Tunnelrunner reacted to this



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 3, 2009

Report post

That is some fascinating stuff right there. I wouldn't even know where to begin with the questions in my brain. Looks a little like Hebrew to me right now, but maybe in time...
Much thanks, Jstout.

+ Quote



jstout

Tecmo Super Champion



Posted June 4, 2009

Report post

✓ YakMolester said:

That is some fascinating stuff right there. I wouldn't even know where to begin with the questions in my brain. Looks a little like Hebrew to me right now, but maybe in



Members

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537 posts

time...

I updated the file above with some notes so it is somewhat easier to follow along.

A test scenario (also can help learn to follow the code):

Offense is down by 3 in the 4th quarter (10 seconds remaining). 2nd down and 7 to go on the 15 yard line. Clock is running and offense has no timeouts.

Computer Path:

Offense - Loop1, 4th Quarter - Loop2, 4th Quarter - Loop3, Out of Timeouts - Loop10, 15 yard line - Loop50, 4th Quarter - Loop51, Defense is ahead - Loop52, 3 point difference - Loop29, Field Goal Play Call - Loop4 then Returns to Game.

Computer will kick a field goal =)

+ Quote



Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted June 6, 2009

Report post

The CPU logic that always annoyed me the most was when a team is trailing by 8-10 (in FG range on 4th down) they ALWAYS go for it, instead of kicking the FG and trying an onside kick...

+ Quote



amrush

Promising Rookie



Members

0

97 posts

Location: tecmo hell

Posted June 6, 2009

Report post

▼ **Bodom18 said:**

The CPU logic that always annoyed me the most was when a team is trailing by 8-10 (in FG range on 4th down) they ALWAYS go for it, instead of kicking the FG and trying an onside kick...

Yeah I fixed that last year for TSB3. Makes the games vs COM much more fun and tense. Don't know if anyone here's done that for the older versions...

amrush

+ Quote



Even though I hold the TSB Hall Of Fame Helmet, I am NOT a Panthers fan, dammit!

After 8 f*cking years I actually have an all-time rom I can play... Yay



Yak

Posted June 7, 2009

Report post

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

This is definitely part of my TSC 2010-11 project.

+ Quote



Yak

Posted April 14, 2010

Report post

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

amrush said:

Bodom18 said:

The CPU logic that always annoyed me the most was when a team is trailing by 8-10 (in FG range on 4th down) they ALWAYS go for it, instead of kicking the FG and trying an onside kick...

Yeah I fixed that last year for TSB3. Makes the games vs COM much more fun and tense.

Don't know if anyone here's done that for the older versions...

amrush

If you ever see this amrush (or the other leaderboard science-droppers), what's the chance you can tinker with the NES TSB and scout this out?

+ Quote



buck

Posted May 27, 2014 (edited)

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

RE: [jstout text file](#)

speaking of which....I can read this and translate into opcodes - but I simply can't find it in the rom...could you tell me where the actual rom location of this shizz begins? *Once you point me to the right place, I can sort through the rest I bet.*

here is a snip for example....**where does the code for "LOOP 1" begin as a hex location in the rom?**

```
L_12_9000:      JMP L_12_A6F3L_12_A6F3: LDA #$00      STA $40 ; PLAY C
```

Edited May 27, 2014 by buck

+ Quote



"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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted May 27, 2014

Report post

Im not near my notes so... if you can translate opcodes you can figure out where it starts.
The L_12_A6F3. Search for the first 4 -5 commands as a long byte string. You'll know you
are at the right spot when you are at address is xx703. 6f3+ 0x10 ines header offset.
Then its all linear...loop 1 is 3 bytes after the jump command.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted May 27, 2014

Report post

I believe it L_12_A6F3 corresponds to 0x170F3 but double check me.

+ Quote

↑ 1

Knobbe reacted to this



buck

DARRELL GREEN



Posted May 28, 2014 (edited)

Report post

On 5/27/2014 at 9:38 PM, bruddog said:

I believe it L_12_A6F3 corresponds to 0x170F3 but double check me.



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

I just did a quick search translating the first few opcodes (A90085408541853E853F) and found it sitting at 0x18703. I'm pretty sure this is it here...Will be digging.

Edited May 28, 2014 by buck

+ Quote

1

Knobbe reacted to this



"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](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 28, 2014

Report post

ok, yes it starts at 0x18703. I am now going through all of this code with fine-toothed comb. we'll see how long it takes...

+ Quote

1

Yak reacted to this



"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](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 28, 2014 (edited)

Report post

ok, been through it all and wrote down locations of all the loops and actually copied every damn byte in a spreadsheet. most of it is straight forward. I'm working on making an outline or flow, but we'll see how far that goes.

Essentially, this code is how the COM determines what play it will call (uses offensive preference, score, field location, yards to go, time on clock, down, quarter, etc to decide) or if COM will attempt FG or Punt. Also, COM defensive play calling is in here, too, starts at Loop 74.

NOTE - there is nothing about Onsides kicks in this, that I can see!

now, as a side note, I'm also looking at jstout CIFL (base for my TSB "street") ROM and all this code is different.....so it looks like I'm really gonna have to learn it now.

Edited May 28, 2014 by buck

+ Quote

 3



Yak, DFM and Bodom reacted to this

"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

+ 1,541

5,286 posts

Location: Boston, MA

Posted May 28, 2014

Report post 

Nice work, Buck and Bruddog.

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Posted May 29, 2014

Report post 

On 5/28/2014 at 1:13 PM, buck said:

now, as a side note, I'm also looking at jstout CIFL (base for my TSB "street") ROM and all this code is different.....so it looks like I'm really gonna have to learn it now.






What exactly is different? Was the logic moved to different locations or completely rewritten?

+ Quote



Elsewhere



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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 29, 2014

Report post 

On 5/29/2014 at 6:11 AM, Knobbe said:

What exactly is different? Was the logic moved to different locations or completely rewritten?

it's not as different as I initially thought, defense is the same, general outline looks the same. but I didn't get to comb all the way through CIFL, yet.

+ Quote 

"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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 25, 2017

Report post 

Compared my notes vs jstouts original work on this.

COM DEF Timeout logic:

1. Not 4th qtr or OT= don't take timeout
2. Tied or leading = don't take timeout
3. More than 3 minutes left = don't take timeout

4th or OT and COM is trailing

1. 2-3 minutes left = 75% chance of timeout
2. < 2min left = 93% chance of timeout

COM DEF Playcall logic:

1. Not 3rd or 4th Down = completely random play call
- 3rd or 4th down*
1. yards to go <3 = 80% run, 20% pass
 2. yards to go between 3-7 = random play call

3. yards to go >7 = 80% pass, 20% run

Onside Kick Logic:

1. Not 4th Qtr or OT = do normal kick
2. 4th qtr < 2min and trailing = do onsides
3. >=2 min left in OT = do normal kick
4. <2 min left = 75% chance of onsides

+ Quote



Tunnelrunner and buck reacted to this

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted September 3, 2017

Report post

✓ On 5/28/2014 at 1:13 PM, buck said:

ok, been through it all and wrote down locations of all the loops and actually copied every damn byte in a spreadsheet. most of it is straight forward. I'm working on making an outline or flow, but we'll see how far that goes.

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NOTE - there is nothing about Onsides kicks in this, that I can see!

now, as a side note, I'm also looking at jstout C1FL (base for my TSB "street") ROM and all this code is different.....so it looks like I'm really gonna have to learn it now.

Did something get lost in this post when the site changed their backend?

I hate when a team goes for it on 4th down by three late in a game when in FG range or when they go for it deep in their territory setting up a b.s. win. How can I begin to understand what to edit in the game from the file jstout posted? And can this be used with a set command?

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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 3, 2017

Report post

jstouts original file can still be downloaded. It's at the beginning of this post.

Its a convoluted mess of jumps and compares but ya it could be edited.

The com going for it on 4th only sets up an easy win because it's the COM. Ha ha.

+ Quote



SBlueman

Tecmo Legend



Posted September 3, 2017

Report post

So it's like setting if conditionals in code, is that right? I just don't know how to decipher what he posted. What should I be searching for to be able to edit this? I see from buck's post that the code to edit starts at 0x18703. After that I am a deer in headlights.

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Members

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1,048 posts

Location: San Jose, CA



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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 3, 2017

Report post

Ya its not easy to explain because its a mess of conditionals. By the time I explain what needs to be done I might as well just do it because it would take just as long. Sorry.

I'm probably not going to work on it anytime. This is ONE section of conditionals that would need to be adjusted.

```

@Loop30:
LDA QUARTER
CMP FOURTH_QUARTER
BNE @Loop35 ; Go if not Fourth Quarter
LDA SCORE_DEFENSE
SEC
SBC SCORE_OFFENSE
BCC @Loop35 ; Go if Offense > Points
CMP #$04
BCC @Loop35 ; Go if < 4 Point Difference
LDA QUARTER_MINUTES
CMP #$02
BCC @Loop31 ; Go if < 2 Minutes
LDA YARDS_TO_GO_LO
CMP #$11
LDA YARDS_TO_GO_HI
SBC #$00
BCC @Loop31 ; Go if < 2.125 Yards to Go
BCC @Loop31 ; NEVER GO
JMP @Loop48 ; Go if >= 2.125 Yards to Go

@Loop31:
LDA CURRENT_YARDLINE_LO
CMP #$19
LDA CURRENT_YARDLINE_HI
SBC #$00
BCS @Loop32 ; Go if >= 3.125 Yard-Line
JMP @Loop57 ; Go if < 3.125 Yard-Line

@Loop32:
LDA CURRENT_YARDLINE_LO
CMP #$29
LDA CURRENT_YARDLINE_HI
SBC #$00
BCS @Loop33 ; Go if >= 5.125 Yard-Line
JMP @Loop62 ; Go if < 5.125 Yard-Line

@Loop33:
LDA CURRENT_YARDLINE_LO
CMP #$F8
LDA CURRENT_YARDLINE_HI
SBC #$02
BCC @Loop34 ; Go if < 95 Yard-Line
JMP @Loop62 ; Go if >= 95 Yard-Line

@Loop34:
BCS @Loop35 ; NEVER GO
JMP @Loop13 ; Go

@Loop35:
LDA YARDS_TO_GO_LO
CMP #$09
LDA YARDS_TO_GO_HI
SBC #$00
BCS @Loop36 ; Go if >= 1.125 Yards to Go
LDA SCORE_DEFENSE
CMP SCORE_OFFENSE
BCC @Loop29 ; Go if Offense > Points

```



Quote



1

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SBlueman

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CPU Logic for Play Selection?

By Yak, June 2, 2009 in ROM Editing Discussion

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PREV

1

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SBlueman

Tecmo Legend



Members

289

1,048 posts

Location: San Jose, CA

Posted September 9, 2017

[Report post](#)

Gotcha. I guess my question would be then where should I start researching to make that code something I can read and edit? I am assuming something in the hex code can be edited, just need to learn to be able to read the code and figure out the how's, what, where's and why's.

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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

buck

Posted September 9, 2017 (edited)

[Report post](#)

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 9/9/2017 at 12:51 PM, SBlueman said:

Gotcha. I guess my question would be then where should I start researching to make that code something I can read and edit? I am assuming something in the hex code can be edited, just need to learn to be able to read the code and figure out the how's, what, where's and why's.

the NES opcodes. then take a microprocessor class.

Edited September 9, 2017 by buck

+ Quote



1



You reacted to this

"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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 9, 2017

Report post

@SBlueman

The NES is programmed in 6502 assembly language. Jstout put together a nice learning post with links way back.. \...

J jstout created a topic in ROM Editing Discussion
June 20, 2013

NES Programming Info

I'm hoping the links work as this would be cleaner than having a few dozen posts thrown all about. This is still a work in progress with more in the future and the below files are still subject to changes/improvements as I'm not happy ...

6 26 replies

All the comments and such come hour and hours and hours of reverse engineering the game since the original disassembly is just unnamed labels, register values and memory locations. You start with something at the bottom of the picture and a LONG time later get to the top of the picture.

```

@p1_pass_outcome_check:
    SWITCH_A_BIT[] BALL_STATUS
    CASE_BIT 7, P2_INTERCEPTS_PASS
    CASE_BIT 6, P2_TIPS_PASS
    CASE_BIT 5, P1_RECEPTION

    @p1_pass_ball_collided_check:
        BIT BALL_COLLISION

        END_WHILE

; P1 BALL INTERCEPTED CHECK
; DOES BALL STATUS = INTERCEPTED?
;
;
; P1 BALL TIPPED CHECK
; DOES BALL STATUS = TIPPED?
;
; P1 BALL CAUGHT CHECK
; DOES BALL STATUS = RECEPTION?
; YES->RUN PLAY CHECKS WITHOUT LINE OF SCRIMMAGE CHECK

; P1 BALL INFO = BALL COLLIDED
; NO-> P1 PASS ATTEMPT OUTCOME LOOP

```

Refactored with macro

```

L_19_8272:
    LDA $72
    ASL
    BCC L_19_827A
    JMP L_19_870D

L_19_827A:
    ASL
    BCC L_19_8280
    JMP L_19_856E

L_19_8280:
    ASL
    BCC L_19_8286
    JMP L_19_8192

L_19_8286:
    BIT $8E
    BVC L_19_8264

```

original disassembly

+ Quote

1



You reacted to this

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted October 8, 2017

Report post

Any chance anyone who's been smart enough to implement this into a game can share either a set command or ips patch us troglodytes can use? Doesn't hurt to ask, you never know...

+ Quote Edit Options



Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman](#)

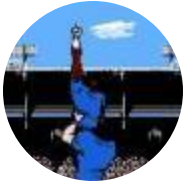
Edition

Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

MajorLee

Member



Members

+ 3

10 posts

Posted August 15, 2018 (edited)

Report post

Correct me if I am wrong those who know better:

To get the defense to choose plays based on the offensive preference, I set x018B4A to 4C84AA.

This jumps the defensive logic back to loop 66, which is where the offense gets its play percentages from, and thus will select defensive run/pass plays at the same frequency the offense does.

In my testings it has worked so far, but I haven't tested every scenario yet.

Edit: pretty sure this doesn't work, the defense just chooses run 1 every time.

Edited November 5, 2018 by MajorLee

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 16, 2018 (edited)

Report post

OK Major, just so I understand: jstout's original hack was built so that if the com defense called a pass play, then there was a 50% chance that it called your favorite (i.e. most-called) pass play and if it called a run play, there was a 50% chance that it called your favorite run play. BUT the computer doesn't factor your run/pass tendency into its initial decision to call a run or pass.

So, with your hack, if all someone does is pass, the computer defense will call a pass 100% of the time, right? That also means that if this is a supplement to jstout's hack, and all someone does is call 1 pass play all game long, then the computer should call that play about 50% of the time, right?

If I have this correct, then this is a brilliant wrinkle to an already brilliant hack.

Edited August 16, 2018 by Tecmonster

+ Quote

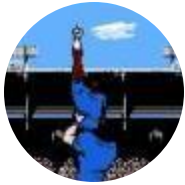


MajorLee

Posted August 16, 2018

Report post

Member



Members

+ 3

10 posts

Yeah, so basically it just loops it back to the same percentage logic the CPU uses on offense.

The weighting will be based on the percentages you choose to set up from this topic.



buck created a topic in Hacking Documentation

January 13, 2009



Heavier weighting of COM run/pass ratio ?

How/where (0x) is the COM run/pass ratio set? I'd bet there's an adjustable probability setting somewhere - that tells COM to pick a run or pass, using the setting (0,1,2,3). I don't know where to look... I'm specifically interested...

10 replies

So if you set Heavy Passing to xFF, and your team is set to heavy passing, the CPU defense will call pass defense 100% of the time. And then yes with jstout's other logic hack, the jailbreak would take effect still I believe. I haven't been using his logic hack up to this point, so you may want to test that out fully.



Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 19, 2018

Report post

OK, so you're saying it doesn't track your IN-GAME run/pass play-calling ratio for a MAN-controlled team (since humans call any play they want and don't have to adhere to any weighted ratio settings). Essentially, you added this hack to make defensive play-calling smarter in COM vs. COM games, right?



Quote



bruddog

Down with button mashing



Moderators

Posted August 19, 2018

Report post

The somewhat cheap method I came up with awhile back was somewhat similar or a modification to jstouts jailbreak method.

I had the CPU defense switch to the right play type after the play had been called a certain pct of the time if it hadn't already called the right type.

This was the quickest way to have a fairly competent cpu playcaller without having a giant logic tree.

+ 3,074

11,466 posts

Location: Ca

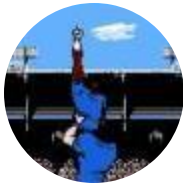
The worst thing with the cpu is anytime they guess run and you call pass on offense its basically an automatic td.

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MajorLee

Member



Members

+ 3

10 posts

Posted August 19, 2018

Report post

Yeah I suppose it's most effective in COM vs COM, but it's also just kind of nice to not have the CPU being totally stupid and random like bruddog said. Very annoying when my team is stacked with WRs and a great QB, and yet the CPU keeps guessing run all the time. Maybe only useful to some people making their own custom ROMs, but thought I would offer the solution just in case.

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Tecmonster

rom producer



Members

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634 posts

Location: Reno, NV

Posted August 20, 2018

Report post

I agree on all counts. Bruddog, so if that "certain pct" you used was, say 33%, then multiple plays might be eligible to be called, right? If so, how did your code handle that?

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Tecmonster

rom producer



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634 posts

Location: Reno, NV

Posted August 20, 2018

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Oh, I think I misunderstood your post. I overlooked where you said play TYPE. So I think you mean that if you've been calling a ton of pass plays, then the computer will call nothing but pass on defense (until you dip below whatever play-calling % threshold you set), AND, if it's a supplement to jstout's hack, then that means there is a 50% chance that your favorite pass play will be called by the computer D. Do I understand that correctly now?

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bruddog

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Posted August 20, 2018

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No my hack was not a supplement to jstouts hack. It was an independant one.

It peeked at the mans offensive play call after both teams had selected their play and could change the COM's defensive play call after the fact.

EXAMPLE:

If the man selected run and the com had selected a run slot . It would check for a switch to the exact play. This was like a 5% chance.

If the man selected run and the com had selected a pass slot . It would check for a switch to the correct type. This was like 20-30% chance. Then it would also check for switching to the exact play.

It wasn't keeping track of the total number of pass calls or run calls.

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Tecmonster

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Members

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Location: Reno, NV

Posted August 20, 2018

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Oh, ok. I think I like your version a little better.

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PREV

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