



Changing QB WR Priority

By Yak, December 30, 2009 in [Hacking Documentation](#)

[Follow](#)

1

[Start new topic](#)[Reply to this topic](#)

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted December 30, 2009

[Report post](#)

A few people have sent me messages asking to help explain how to alter the QB WR priority selection. Here's a brief tutorial.

Go to the destination HEX addresses below.

Pass Play Pointers:

```
PRO T WAGGLE L = $A4ED (x84FD)
R AND S FLARE C = $B287 (x9297)
PRO T WAGGLE R = $ADA0 (x8DB0)
ROLL OUT R = $A808 (x8818)
ROLL OUT L = $AB6E (x8B7E)
T PLAY ACTION D = $B2BF (x92CF)
PRO T SCREEN L = $B2EF (x92FF) and $B7EE (x97FE)
PLAY ACTION = $B0C2 (x90D2)
PWR FAKE Z POST = $B7FF (x980F)
WTE F;FLICKER = $A5DE (x85EE)
SHOTGUN X CURL = $B32B (x933B) and $B7F4 (x9804)
R AND S Z FLY = $B363 (x9373)
PRO T FLARE D = $B39F (x93AF)
OFFSET FLARE E = $B3C1 (x93D1)
ONEBACK Z CROSS = $B3F5 (x9405)
ONEBACK FLARE A = $B436 (x9446)
T FLEA FLICKER = $B471 (x9481)
PWR FAKE X FLY = $A68F (x869F)
SHOTGUN X DRIVE = $B4AC (x94BC)
```

R AND S 3;WING = \$B4F5 (x9505)
PLAYACTION Z IN = \$AFE1 (x8FF1)
FLEA FLICKER = \$B53C (x954C)
PRO T FLARE C = \$B582 (x9592)
SHOTGUN 3;WING = \$B5BD (x95CD)
SHOTGUN XY BOMB = \$B5EF (x95FF)
R AND S Y UP = \$B629 (x9639)
X OUT AND FLY = \$B666 (x9676)
REV;FAKE Z POST = \$AA26 (x8A36)
SLOT L Z DRIVE = \$B69B (x96AB)
NO BACK X DEEP = \$B6DF (x96EF)
SHOTGUN Z S;IN = \$B715 (x9725)
REDGUN Z SLANT = \$B743 (x9753)

> credit Jstout

Additional QB Priority Information:

Example Play:

R&S FLARE C QB

\$B287 (x9297): d4; c0 00 dc; e4; c0 00 f0; f0 80; 2c \$B2AC; c7 \$B2A6; c1

THROW (x92AB): 94 31 25 44 32 f3 \$B842; ff \$B832

\$B2A6 (x92B6): c1 1e c8 f3; fe THROW

\$B2AC (x92BC): c1 23 2d fd; e2 04; e3 04; d8 10 e8; d8 1a f0; 27 \$B838;

Common Designs:

\$B832 (x9842): STAND FOREVER

\$B838 (x9848): RUN

\$B842 (x9852): SWITCH CONTROL TO RECEIVER

Key:

91-94 = PASS RECEIVERS

20-2F = RANDOM GOTO (20 is likely to 2F is not likely)

C0 = DROPBACK

C1 = PASS TIMING

C7 = GOTO POINTER IF CPU (CPU and COA/MAN are different)

D4 = TAKE SNAP

D8 = MOVE TO LOCATION

E2 = BOOST RP

E3 = BOOST MS

E4 = PLAYER TAKES CONTROL

F0 = FACE DIRECTION

FE = GOTO

FF = GOTO POINTER

C1 has 3 values. The first is START TIME, the second is END TIME, and the third is...
91-94 has values for the odds of throwing to a receiver and which receiver...
Note: the QB will only throw the ball once the 91-94 command has been received...
> credit Jstout

+ Quote

 1

AZcactus reacted to this



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 30, 2009

Report post 

One important thing to list is that the shotgun take snap and take snap are different commands. Using the wrong one will make the defense react wrong.

+ Quote



Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted December 30, 2009

Report post 

This is like a late Christmas present...thanks!

+ Quote

 1

AZcactus reacted to this



hurricane55

Tecmo Super Champion



Posted December 30, 2009

Report post 

this explains why in TSB3 when i change the formation of a play it works pretty good except when i change a to a shotgun the defense tries to tackle the original snap spot. Awesome



Info.

+ Quote



Members

+ 57

729 posts

Location: Taylor, Texas

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>

hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted January 25, 2010

Report post

the take snap hex D4 is for under center. In the formation, the center points to a location that is 4 bytes, the last byte is either D2-snap to under center QB, or D3-Snap to Shotgun qb. The Qb's shotgun take snap is D5. D6 take snap is the Fake FG. WR order is determined in the play pointers.....A0 thru A4. A0 will be the first receiver and so on...Have to have 2 minimum of 2 receivers in route.

+ Quote



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>

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 25, 2011

Report post

Maynard_G_Krebs said:

91-94 has values for the odds of throwing to a receiver and which receiver order. 91 has 2 players, 92 has 3 receivers, 93 has 4 receivers, and 94 has 5 receivers. From the play above (94 31 25 44 32 f3) 31 is 3 chance to 1 (RB1), 25 is 2 chance to 5 (TE), 44 is 4 chance to 4 (WR2), 32 is 3 chance to 2 (RB2), and F3 is F chance to 3 (WR1). The chances are 0 is very unlikely to F who is very likely and F will always be the final receivers value. The QB will look in order from first to last on the list one by one checking whether to throw or not.

Is there a known % for the 0 - F chance to throw to each receiver?

And do these numbers need to add up to anything...or can you just put every receiver at F?

+ Quote



bruddog

Posted February 25, 2011

Report post

Down with button mashing



I believe its



Moderators

+ 3,074

11,466 posts

Location: Ca

0	100%
1	93.75%
2	87.50%
3	81.25%
4	75.00%
5	68.75%
6	62.50%
7	56.25%
8	50.00%
9	43.75%
10	37.50%
11	31.25%
12	25.00%
13	18.75%
14	12.50%
15	6.25%

Now maybe it is different for the COM plays and it seems like it could be because by my calculations the chances of throwing to the last 3 WR's is almost 0.

Chance to throw to RB1 3= 81.25%.

Chance to move on to next WR = 18.75%

Chance to throw to TE= 2= 87.5% x remaining chance = 87.5% x 18.75% =16.4%

So there is already a 97.66% chance it will throw to the first WR unless my assumption of the probabilities is wrong.

+ Quote



Bodom

Posted February 25, 2011

Report post

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

bruddog said:

I believe its

0	100%
1	93.75%
2	87.50%
3	81.25%
4	75.00%
5	68.75%

6	62.50%
7	56.25%
8	50.00%
9	43.75%
10	37.50%
11	31.25%
12	25.00%
13	18.75%
14	12.50%
15	6.25%

Now maybe it is different for the COM plays and it seems like it could be because by my calculations the chances of throwing to the last 3 WR's is almost 0.

Chance to throw to RB1 3= 81.25%.

Chance to move on to next WR = 18.75%

Chance to throw to TE= 2= 87.5% x remaining chance = 87.5% x 18.75% =16.4%

So there is already a 97.66% chance it will throw to the first WR unless my assumption of the probabilities is wrong.

Actually, this makes sense....but your list would be reversed, right? 0=6.25% and F=100%

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 25, 2011

Report post

No 0 actually mean VERY likely to throw F means not likely. I THINK mgk had it reversed.

Since from jstouts play info post:

(Random) = Random Chance (x00 is likely to x0F isn't likely)

(Take Sack Chance) = Take Sack (x00 is likely to xFF isn't likely)

+ Quote



Bodom

Tecmo Legend



Posted February 25, 2011

Report post

✓ bruddog said:

No 0 actually mean VERY likely to throw F means not likely. I THINK mgk had it reversed. Since from jstouts play info post:

(Random) = Random Chance (x00 is likely to x0F isn't likely)

(Take Sack Chance) = Take Sack (x00 is likely to xFF isn't likely)

Members

+ 876

3,912 posts

Location: Boston MA

Damn. That would have made sense too since the lower % were listed first.

Now I'm totally confused (WHAT ELSE IS NEW!)

Looks like I have more testing to do.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 25, 2011

Report post

bruddog said:

No 0 actually mean VERY likely to throw F means not likely. I THINK mgk had it reversed. Since from jstouts play info post:

(Random) = Random Chance (x00 is likely to x0F isn't likely)

(Take Sack Chance) = Take Sack (x00 is likely to xFF isn't likely)

False.



For QB WR priority, F is most likely (almost every throw). 0 is almost never.

+ 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](#)

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 25, 2011

Report post

Sweet - I fully understand it now.

Thanks guys!

...I love how I asked MGK for this info in Dec 09 and am finally getting around to looking at it and understanding it. 2010 was a busy year!

+ Quote

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 25, 2011

Report post

Well that definitely makes more sense. Thanks Buck.

+ Quote

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 25, 2011

Report post

All credit is bestowed to Jstout. May he continue to use the force.

+ Quote

Bodom

Tecmo Legend



Posted December 7, 2012

Report post

The C1 and 91-94 values make sense to me here, but what if you wanted to create a pass play where the QB ran 50% of the time (or more)? I'm not understanding the \$B832 (x9842):



STAND FOREVER
\$B838 (x9848): RUN part.

+ Quote



Members

+ 876

3,912 posts

Location: Boston MA

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted December 7, 2012

Report post

If I remember right... \$B838 (x9848): RUN
\$B2AC (x92BC): c1 23 2d fd; e2 04; e3 04; d8 10 e8; d8 1a f0; **27 \$B838**; fe THROW
27 (run execute) where 20-2F = RANDOM GOTO (20 is likely to 2F is not likely)

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 7, 2012

Report post

I suggest reviewing the command info document by jstout.
Basically you would do
2x yy yy (pass commands)
Where 2x = random 20= always ... 2F = 1/16
YY YY = where the random will jump to execute the commands
Example 27 F0 AE will jump to
Swap AE and F0 bytes to get AEFO. Add x10 for nes header. AFF0.
First A= 8 for offensive commands= 8FF0

+ Quote



Bodom

Tecmo Legend



Posted September 28, 2013

Report post

Common Designs:

\$B832 (x9842): STAND FOREVER

\$B838 (x9848): RUN

Members

+ 876

3,912 posts

Location: Boston MA

Key:

20-2F = RANDOM GOTO (20 is likely to 2F is not likely)

So I did some testing with the above. I think the 20/2F is opposite. 20= not likely, 2F= likely.

On pass plays, I changed the Stand & Switch to Receiver to 20 and Run to 2F and the COA or COM controlled QB would bolt for the LOS 100% of the time and take off with the ball about 1/3 of the time. Even better, before taking off, he would do a pump fake. More testing to come....

+ Quote



Reply to this topic...

< GO TO TOPIC LISTING

NEXT UNREAD TOPIC >

RECENTLY BROWSING 1 MEMBER

SBlueman

Home > Forums > Hacking/Emulation > Hacking Documentation > Changing QB WR Priority

✓ Mark site read

Theme ▾ Contact Us

TecmoBowl.org

Powered by Invision Community