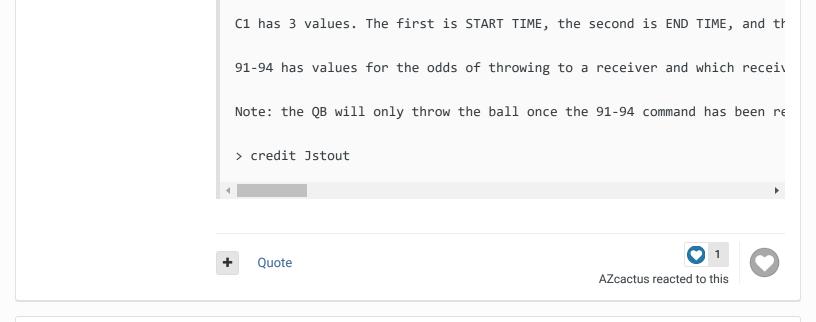


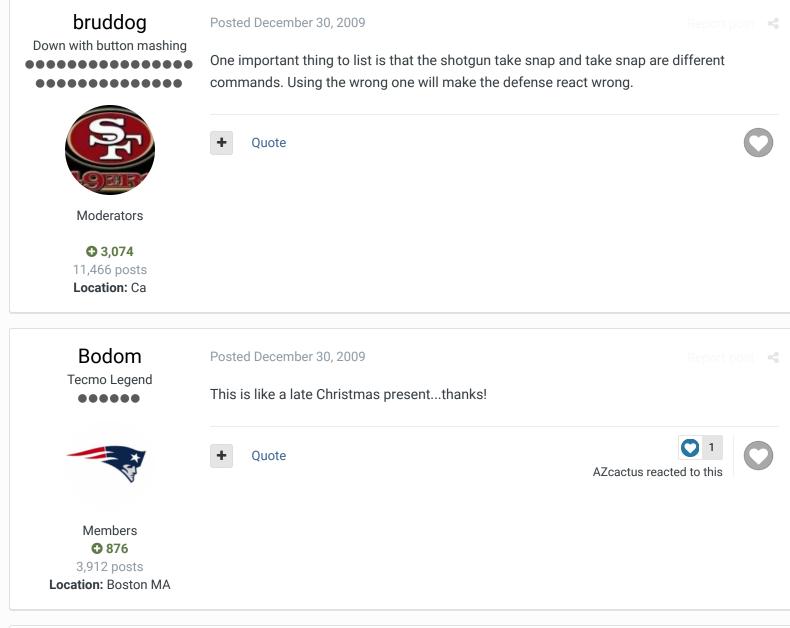
R AND S 3;WING = \$B4F5 (x9505)
PLAYACTION Z IN = \$AFE1 (x8FF1)
FLEA FLICKER = \$B53C (x954C)
PRO T FLARE C = \$B582 (x9592)
SHOTGUN 3;WING = \$B5BD (x95CD)
SHOTGUN XY BOMB = \$B5EF (x95FF)
R AND S Y UP = \$B629 (x9639)
X OUT AND FLY = \$B666 (x9676)
REV;FAKE Z POST = \$AA26 (x8A36)
SLOT L Z DRIVE = \$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
```





hurricane55 Tecmo Super Champion

Posted December 30, 2009

this explians 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



Members • 57 729 posts Location: Taylor, Texas Info.

Quote

The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release <u>http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229</u> Check out my 95% done Coach K, need to update rosters only, but have basic playstyles. <u>http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241</u>

hurricane55

Tecmo Super Champion





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 detemined in the play pointers.....A0 thru A4. A0 qill 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 <u>http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229</u> Check out my 95% done Coach K, need to update rosters only, but have basic playstyles. <u>http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241</u>

Bodom Tecmo Legend



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?





×

bruddog

Posted February 25, 2011

Down with button mashing

I believe its



Moderators

3,074
11,466 posts
Location: Ca

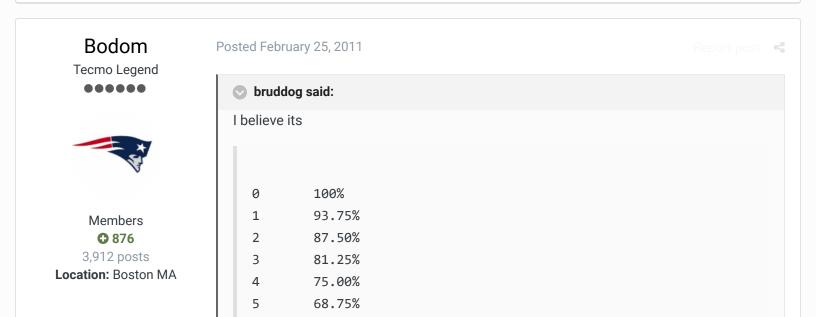
0	100%
1	93.75%
2	87.50%
3	81.25%
4	75.00%
5	68.75%
6	62.50%
7	56.25%
8	50.00%
9	43.75%
10	37.50%
11	31.25%
12	25.00%
13	18.75%
14	12.50%
15	6.25%

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



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

3,07411,466 postsLocation: Ca

Bodom

Tecmo Legend

Posted February 25, 2011

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

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





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.

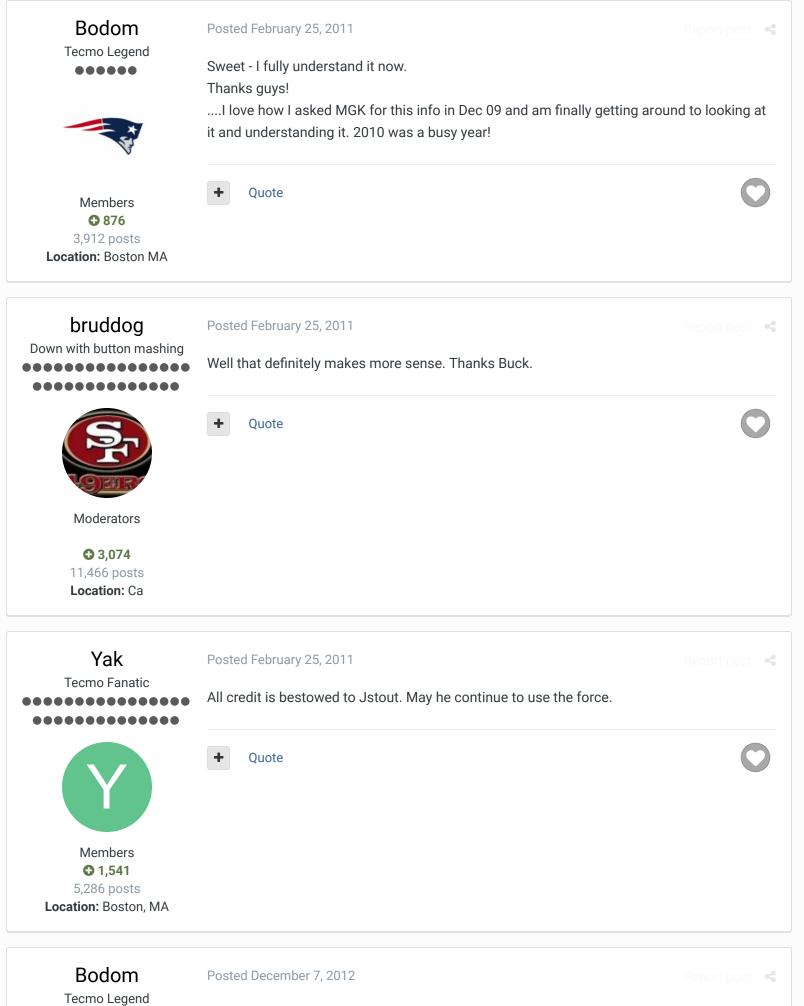


For QB WR priority, F is most likely (almost every throw). 0 is almost never.



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

link to change one's signature



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):

....



Members **O** 876 3,912 posts Location: Boston MA STAND FOREVER \$B838 (x9848): RUN part.

+	Quote

Yak Posted December 7, 2012 Tecmo Fanatic If I remember right... \$B838 (x9848): RUN _____



Members 0 1,541 5,286 posts Location: Boston, MA \$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)

Ouote

Posted December 7, 2012

bruddog Down with button mashing



Moderators

O 3,074 11,466 posts Location: Ca 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



Posted September 28, 2013

Common Designs:

\$B832 (x9842): STAND FOREVER



\$B838 (x9848): RUN

Members • 876 3,912 posts Location: Boston MA	\$B842 (x9852): SWITCH CONTROL TO RECEIVER	
	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	
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C Reply to t	nis topic	
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SBlueman		

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