



Changing the amount of time for grapples

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By bruddog, June 24, 2010 in Hacking Documentation

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Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 24, 2010

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That location is x284F0 and default is x40.
If you change it to 01 there would be mostly instant tackles.

[+ Quote](#)**buck**

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Posted June 24, 2010

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2 more questions along this line:
1. Drone grappling time?
2. Get-up from knockdown time?

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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](#)

bruddog

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Location: Ca

Posted June 24, 2010

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Don't know. I was just reposting this information so it's easier to find.

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bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted June 29, 2010

Report post

So grapples are never shorter or longer depending on the difference in number of presses between the players..ie. a big difference causes the grapple to end faster?

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AIM = bgboud2

sigs.php?player=bgboud2



bruddog

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Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 30, 2010

Report post

Correct they aren't shorter or longer....unless the game glitches and you get caught in the never-ending grapple with with computer after a catch.

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Yak

Posted June 30, 2010

Report post

Tecmo Fanatic



Nice, shit, dude. So this is like the popcorn meter?



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Members

+ 1,541

5,286 posts

Location: Boston, MA

bgboud2

Posted December 15, 2011

Report post

Tecmo Legend



What's the feasibility of a hack where the time changes based on HP difference?
I would like something where HP difference of <31 results in a normal grapple, while ≥ 31 results in a grapple that takes half the time.



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2.0

+ 577

3,579 posts

Location: Irving, TX

AIM = bgboud2

sigs.php?player=bgboud2



Yak

Posted December 15, 2011

Report post

Tecmo Fanatic



^ Interesting.



+ Quote



Members

+ 1,541

5,286 posts

Location: Boston, MA

TeBowl_Time

Posted January 21, 2012

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Promising Rookie



Does anyone know where the drone vs drone grapple time byte is?

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Members

+ 11

46 posts

bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted January 21, 2012

Report post

It's been posted somewhere else that drone vs. drones grapples don't work the same, so there probably isn't a single byte like this one.

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AIM = bgboud2



TeBowl_Time

Promising Rookie



Members

+ 11

46 posts

Posted January 21, 2012

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▼ **bgboud2 said:**

It's been posted somewhere else that drone vs. drones grapples don't work the same, so there probably isn't a single byte like this one.

Ah damn 😊

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

Posted August 20, 2014

Report post

▼ On 6/24/2010 at 11:54 AM, bruddog said:

That location is x284F0 and default is x40.
If you change it to 01 there would be mostly instant tackles.

Approximately how long is x40?

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17,586 posts

Tecmo Titles: 1

Founder of T-Borg

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

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 20, 2014

Report post

40 in decimal = 64= 64 frames= ~1 second

+ Quote



Knobbe reacted to this



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted August 20, 2014

Report post

On 8/20/2014 at 10:34 AM, bruddog said:






40 in decimal = 64= 64 frames= ~1 second

I can tell you that FF frames is a Tecmo eternity

+ Quote



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

bruddog

Posted August 20, 2014

Report post 

Down with button mashing



Yes that would be too long.....



Moderators

+ 3,074

11,466 posts

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