



Changing the bumping probability success rate

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Tecmo Godfather

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Tecmo Titles: 1*Founder of T-Borg***On 8/23/2013 at 12:26 PM, bruddog said:**

Maybe I didn't post it on the forum or thought I did as I can't seem to find it. The game loads a random number. There is basically a 75% chance you free up the drone.

Change 0x2829a to change the %. This does is not coded exactly like some of the other probability events. It's doing a bitwise AND and checking to see if it gets a zero.

0x2829a DEFAULT 03= defender freed ~75%

If you wanted to change it by just changing that one value.

02 or 01= defender freed ~50%

00= defender freed 0%






Otherwise more code for something less than 75% and other than 50% or 0%.

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



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