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Changing the bumping probability success rate

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Changing the bumping probability success rate

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By Knobbe, September 10, 2013 in Hacking Documentation

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Knobbe
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Posted September 10, 2013

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Via this topic

> ⌄ **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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