



Changing the differential for popcorning/ dl busting through

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By bruddog, March 18, 2007 in [Hacking Documentation](#)

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bruddog

Down with button mashing



Posted March 18, 2007

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jstout or anyone know if the value is hardcoded somewhere.

[Quote](#)

Moderators

[+ 3,074](#)

11,466 posts

Location: Ca

jstout

Tecmo Super Champion



Posted March 18, 2007

[Report post](#)

I haven't checked over this too much but I know of the basic areas. I'll look into it some more though.

x28360 to x28383 has a short routine that jumps to others.

```
$8350:B1 AE      LDA ($AE),Y ; Offensive HP from x3DFFF to x3E00E
$8352:38        SEC
```

Members

+ 92

537 posts

```

$8353:F1 3E    SBC ($3E),Y ; Defensive HP from x3DFFF to x3E00E
$8355:90 0E    BCC $8365 ; if D.HP > O.HP goto $8365
$8357:C9 10    CMP #$10
$8359:90 18    BCC $8373 ; if (O.HP - D.HP) < x10 goto $8373
$835B:C9 20    CMP #$20
$835D:B0 03    BCS $8362 ; if (O.HP - D.HP) > x20 goto $8362
$835F:4C CF 83  JMP $83CF ; Defensive Player Thrown
$8362:4C 0F 84  JMP $840F ; Defensive Player Immediately Thrown
$8365:C9 F1    CMP #$F1
$8367:B0 0A    BCS $8373 ; if (O.HP - D.HP) > xF1 goto $8373
$8369:C9 E1    CMP #$E1
$836B:90 03    BCC $8370 ; if (O.HP - D.HP) < xE1 goto $8370
$836D:4C 4A 84  JMP $844A ; Offensive Player Thrown
$8370:4C 84 84  JMP $8484 ; Offensive Player Immediately Thrown
$8373:20 36 B1  JSR $B136 ; Players Grapple

```

Roughly, each routine has a likely outcome listed above but there is a chance that instead of what happens that the players will just grapple (maybe the weaker player will win but never studied that). I just haven't looked too far past that at any time.

+ Quote



BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted March 19, 2007

Report post

What about boosts? For example, the defense gets boosted on called plays, and OL appears to get boosted on certain run plays. Do you know how this is determined? One example of how I'd want to apply this is for DLs with a strong pass rush but weak against the run (like Indy during the regular season last year) I would have their HP boosted when both the offense and defense calls a pass play, but have their normal hp around 50-56.

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



jstout

Tecmo Super Champion



Posted March 19, 2007

Report post

BO FB Offtackle Left said:

What about boosts? For example, the defense gets boosted on called plays, and OL appears to get boosted on certain run plays. Do you know how this is determined? One



Members
+ 92
537 posts

example of how I'd want to apply this is for DLs with a strong pass rush but weak against the run (like Indy during the regular season last year) I would have their HP boosted when both the offense and defense calls a pass play, but have their normal hp around 50-56.

That is in the play design for the offense and defense. Similar to when the DL gets boosts to be faster on called plays there is a command that boosts HP. So the players HP would be the score + boost = HP here.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts
Location: Ca

Posted March 19, 2007

Report post

The problem is that it would apply to every team.

BO FB Offtackle Left said:

What about boosts? For example, the defense gets boosted on called plays, and OL appears to get boosted on certain run plays. Do you know how this is determined? One example of how I'd want to apply this is for DLs with a strong pass rush but weak against the run (like Indy during the regular season last year) I would have their HP boosted when both the offense and defense calls a pass play, but have their normal hp around 50-56.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts
Location: Ca

Posted December 3, 2007

Report post

things that would be cool:

1. To be able to manipulate this a bit to change the scales.
2. To change the amount of time before the OL busts in.
3. To possibly use a different OL attribute for run blocking.

+ Quote

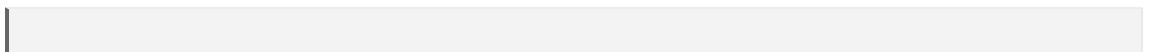


TomTupa

Tecmo Legend

Posted December 4, 2007

Report post





Members

+ 12

2,004 posts

Location: Indiana

bruddog said:

things that would be cool:

1. To be able to manipulate this a bit to change the scales.
2. To change the amount of time before the OL busts in.
3. To possibly use a different OL attribute for run blocking.

#3 is brilliant, I like it! Maybe for rs and rp we could find a middle ground for both and draw both from one rating, kind of like tecmo did for the pc and pa. Then you could put run block into that empty slot and have hp drawn from hit on run plays. I'm sure it's probably insanely hard to do for the superflous purpose it would serve, but I like the idea.

I'm just going to bring up again, that I'd like to see HP mean something in man vs man games on nes tecmo much the way it is important in tecmo III. Like the farther away you get from even hp's the harder it is to outtap someone. Noone has even been able to answer if there is even any effect of hp on man vs. man grapples. I personally think the player on defense has an edge, and hp doesn't come into play but that's just an opinion.

+ Quote



[sigs.php?player=dajabec](#)

[Tecmo Tunes](#) Tecmo-themed song parodies

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 7, 2009

Report post

I came up with some code for more dynamic DL vs OL play but unfortunately the jumps to the random HP boosts need to be applied before the other play commands. 😊

So my implentation didn't work as expected since the players basically grapple before the HP boost gets applied even if I apply them before the jump to the SET to grapple commands and the jumps to pass rush. Doesn't make sense but that was the case.

I guess thats why in the blitz commands they apply the boosts before any of the other commands. I guess I will have to implement this if I ever get around to making the man-man rom that is like yaks.

This could probably be done in the actual grappling code but

1. I'm not sure there is enough room do do it....especially with all the recent hacks
2. For me to figure out how to do it might be painful.

2. The logic would go roughly like

very rough psuedocode

LOAD random

COMP random if < 40% SET DEF HP 38HP

COMP random if < 47% LOAD DEF HP ADD 50HP

COMP random if < 54% LOAD DEF HP ADD 44HP

....

If random >93% =regular DEF HP

resume normal grappling code.

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted November 5, 2010

Report post

Did this ever work out for you, Bruddog? Anything worth putting into the Directory of Hacking Docs thread?

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 22, 2011

Report post

Here is a hack that will make DL vs OL play more variable for basic roms. This hack slightly modifies the code jsout posted above

It gives an evenly matched DL 63vs 63 69 vs 69 a 20% chance of breaking through. Like wise a evenly matched OL has a 10% chance of popcorn. I think the DL bust through goes up about 10% for each differential. I'll plot the table when get a chance.

@28360

B1 AE ; Offensive HP from x3DFFF to x3E00E

91AE ; Store value

A5 3D ; load random number from 3D

29 1F ; Make Random 0-1F (0-31)

18 ; Clear Carry

71 AE ; Add Random to offensive HP

F1 3E ; (OFF HP + Random) - Defensive HP from x3DFFF to x3E00E

90 08 ; if value less than 0 goto Offensive PLayer Thrown

C9 1D ; Compare value with 1D (value - 1D)

B0 07 ; if value > 16 goto Defensive player thrown

C9 04 ; compare with 4

B0 06 ; if value greater than 4 goto Players Grapple else do next instruction

4C 84 84 ;Offensive Player Immediately Thrown

4C 0F 84 ; Defensive Player Immediately Thrown

20 36 B1; players grapple for awhile

EA ; no operation space fillers

EA

EA

EA

EA

EA
SET (0x28360,
0xB1AE91AEA53D291F1871AEF13E9008C91DB007C904B0064C84844C0F842036B1EAEA
EAEAEAEA)

+ Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted September 23, 2011

Report post

xplozv gave this to me for the SNES version (he's an NES hack port master!).
SET(0x18DB8,0xB1639163AD0002291F187163F1039008C91DB007C904B0064C158D4C8
E8C20B0C3EAEAEAEAEA)
I haven't tested it 100% yet...I love having xplozv around. Finally I don't have to bug jstout to try and figure out hacks for NES. Now SNES gets love too.

+ Quote



AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIBaseball.us](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 23, 2011

Report post

✓ **bruddog said:**

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EA ; no operation space fillers
EA
EA
EA
EA
EA
SET (0x28360,
0xB1AE91AEA53D291F1871AEF13E9008C91DB007C904B0064C84844C0F842036B1
EAEAEAEAEA)
```

this is interesting. I've been trying it out for a few games - but can't tell any difference, yet.



Quote



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

[link to change one's signature](#)

xplozv

Starter



Members

+ 99

246 posts

Posted September 24, 2011

Report post

If you lower the value in red, the defender will be thrown more often. If you raise the value in blue closer to the value in red, the offensive player will be thrown more often. The wider the gap in the two values will cause a normal grapple to happen more often.

```
SET (0x28360,
0xB1AE91AEA53D291F1871AEF13E9008C91DB007C904B0064C84844C0F842036B1EAEA
EAEAEAEA)
```

The SET command for the SNES a few posts above is for an SNES rom with a header. Here is the one for a headerless rom:

```
SET(0x18BB8,0xB1639163AD0002291F187163F1039008C91DB007C904B0064C158D4C8
E8C20B0C3EAEAEAEAEA)
```



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 24, 2011

Report post

xplozv said:

If you lower the value in red, the defender will be thrown more often. If you raise the value in blue closer to the value in red, the offensive player will be thrown more often. The wider the gap in the two values will cause a normal grapple to happen more often.

by 'normal grapple' do you mean that the two players' HP is used instead of this random stuff?

+ 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](#)

xplozv

Starter



Members

+ 99

246 posts

Posted September 24, 2011

Report post

Right. In the original TSB I have tested it and if either player isn't thrown, they'll grapple as if this random hack hasn't been applied. I haven't tested it on a rom with the HP grapple hack though.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 24, 2011

Report post

Sorry think I had a few errors with that code. Though i think it still should have been noticeable. The ORIGINAL ROM code does this

1. DEF HP is 50 more than OFF HP Throw offense immediately
2. DEF HP is 25 more than OFF HP Throw offense (variable amount of time before OL thrown)
3. OFF HP is 50 more than DEF HP throw defense immediately
4. OFF HP is 25 more than DEF HP throw defense immediately (variable amount of time before DL thrown)

otherwise it goes to the 20 36 B1 routine where the players engage in a lengthy grapple. The problem is almost never do player matchups reach the 25 or 50 HP threshold so almost always they engage in a lengthy grapple. The use of fixed thresholds means the same thing essentially happens on every play with regards to the OL DL play.

Here is the fixed code. It should work this time.
B1 AE ; Offensive HP from x3DFFF to x3E00E
38 ; set carry
F1 3E ; (OFF HP - Defensive HP) from x3DFFF to x3E00E
91 AE ; Store value
A5 3D ; load random number from 3D
29 3F ; Make Random 0-1F (0-31)
18 ; Clear Carry
71 AE ; Add Random to offensive HP
30 0B
c9 0E ; compare wit 00
90 07 ; if value neg carry set goto Offensive PLayer Thrown
C9 34 ; compare with 52
90 06 ; < 52 go to players grapple
4C 0F 84 ; Defensive Player Immediately Thrown
4C 84 84 ; Offensive Player Immediately Thrown
20 36 B1; players grapple for awhile
EA ; no operation space fillers
EA
EA
EA
EA
EA

Making the the "OE" in C9 0E larger will increase the percentage of defenders busting in and decreasing it will decrease the percentage. Likewise changing the "34" to a lower number will have more OL popcorning defenders.

+ Quote



xplozv

Starter



Members

+ 99

246 posts

Posted September 25, 2011

Report post

Great job with this hack bruddog! I am loving new feel it gives especially in the passing game. Sometimes you have all the time you need to hit your WR. Sometimes the one of the DL is on you pretty quick and you have to scramble to throw or scramble to pick up a couple of yards. I enjoy the balanced realistic OL/DL play with this hack.

Here is the corrected code ported to SNES TSB1:

```
SET(0x18BB8,0xB16338F1039163AD0002293F187163300BC90E9007C93490064C8E8C4  
C158D20B0C3EAEAEAEAEA)
```

+ Quote



quince3800

Posted September 7, 2012 (edited)

Report post ↗

Starter



Members

+ 15

151 posts

✓ On 9/24/2011 at 12:02 PM, bruddog said:

Sorry think I had a few errors with that code. Though i think it still should have been noticeable. The ORIGINAL ROM code does this

1. DEF HP is 50 more than OFF HP Throw offense immediately
 2. DEF HP is 25 more than OFF HP Throw offense (variable amount of time before OL thrown)
 3. OFF HP is 50 more than DEF HP throw defense immediately
 4. OFF HP is 25 more than DEF HP throw defense immediately (variable amount of time before DL thrown)
- otherwise it goes to the 20 36 B1 routine where the players engage in a lengthy grapple.

@ x8360... what do E1 and F1 stand for? How can you use this to manipulate the different differentials?

I'd like the offensive player to be thrown if the differential is +25 and to loop to 844a if the differential is 13.

Edited September 14, 2012 by quince3800

+ Quote



quince3800

Posted October 17, 2012 (edited)

Report post ↗

Starter



Members

+ 15

151 posts

✓ On 3/18/2007 at 10:19 PM, jstout said:

I haven't checked over this too much but I know of the basic areas. I'll look into it some more though.

x28360 to x28383 has a short routine that jumps to others.

```
$8350:B1 AE LDA ($AE),Y ; Offensive HP from x3DFFF to x3E00E
$8352:38 SEC
$8353:F1 3E SBC ($3E),Y ; Defensive HP from x3DFFF to x3E00E
$8355:90 0E BCC $8365 ; if D.HP > O.HP goto $8365
$8357:C9 10 CMP #$10
$8359:90 18 BCC $8373 ; if (O.HP - D.HP) < x10 goto $8373
$835B:C9 20 CMP #$20
$835D:B0 03 BCS $8362 ; if (O.HP - D.HP) > x20 goto $8362
$835F:4C CF 83 JMP $83CF ; Defensive Player Thrown
$8362:4C 0F 84 JMP $840F ; Defensive Player Immediately Thrown
$8365:C9 F1 CMP #$F1
$8367:B0 0A BCS $8373 ; if (O.HP - D.HP) > xF1 goto $8373
$8369:C9 E1 CMP #$E1
$836B:90 03 BCC $8370 ; if (O.HP - D.HP) < xE1 goto $8370
```

```
$836D:4C 4A 84 JMP $844A ; Offensive Player Thrown
$8370:4C 84 84 JMP $8484 ; Offensive Player Immediately Thrown
$8373:20 36 B1 JSR $B136 ; Players Grapple
```

Roughly, each routine has a likely outcome listed above but there is a chance that instead of what happens that the players will just grapple (maybe the weaker player will win but never studied that). I just haven't looked too far past that at any time.

I'm guessing this is already known in some way, but I think I've figured this out for the defense. The values at 28370 were originally:

- c9 e1 to throw immediately (although this is not 100% of the time, it's just like 80+) and
- c9 f1 to (grapple for a time?) and then throw (i.e., the throw may be immediate, or take some time)

These correspond to tecmo rating differentials as follows (the hex coefficient is +/- 4):

fd = 6 (tested)

f9 = 13 (tested)

f5 = 19 (tested)

f1 = 25

ed = 31 (should)

e9 = 38 (should)

e5 = 44 (should)

e1 = 50

I tested this with DL's at 56 and 50 against an OL with all 44 HP and it worked the way I expected. The only hitch was that the immediate throwing differential is not 100%.

I'm not able to figure out the offensive range yet though. In counting backwards, I got 50 (HP differential) at c9 20, but a 19 at c9 10. The 25 was at c9 12 when I charted it. I don't know if this means the code really says to throw variably with a 19 HP differential (offense over defense) or if I miscounted. This is how I corresponded the numbers:

19 = 10

25 = 12

31 = 14

38 = 16

44 = 18

50 = 20

I should probably toy with this some more, but that's what I arrived at tonight from testing.

*Note: if you put the differential bytes in the wrong order (i.e., the higher value before the lower one), it will cause the grapples to be uneven. I had a (modified) completely 44 HP Colts (1991) OL defeating the Raiders DL's in grapples consistently. There seemed to be about a 50-50 split with this in place. I didn't return to it, but it's something maybe to look into.

*Edit:

I couldn't find the offensive numbers because I was thinking about it the wrong way. The coefficient is again 4, thus:

25 = 10

31 = 14 (should be)

38 = 18 (should be)

44 = 1c (should be)

50 = 20

Edited October 19, 2012 by quince3800

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 17, 2013

Report post

After checking this over Tecmomonster I found a few errors. One saving the result was wrong because then the modified result is used as the offensive players HP for any other interactions during the play.

2. I had an extra EA in the code above that overwrote something. I'm not sure what the effect of that would be. There are more EA's below but that is because I removed the saving portion.

Tecmo

A5 3D ; load random number from 3D

29 3F ; Make Random 0-1F (0-31)

18 ; Clear Carry

71 AE ; Add Offensive HP from x3DFFF to x3E00E

38 ; set carry

F1 3E ; (OFF HP - Defensive HP) from x3DFFF to x3E00E + Random

30 0B

c9 0E ; compare with 14

90 07 ; BCC, if value neg carry set go to Offensive Player Thrown

C9 34 ; compare with 52

90 06 ; < 52 go to players grapple

4C 0F 84 ; Defensive Player Immediately Thrown

4C 84 84 ; Offensive Player Immediately Thrown

20 36 B1; players grapple for awhile

EA

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EA

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EA

EA

EA



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 17, 2013 (edited)

Report post

bruddog@paypal.com:

COMMENTS/QUESTION - the original code used B1AE to "load offensive HP" - Why does your new version use 71AE? Is it because it "adds" instead?

also

I did like how the previous version worked. I thought it did the job fine, seemed more "dynamic" than this one. Are the only two practical differences between this latest and the previous version is that individual OL HP *was unintentionally* modified; and that extra "EA"?

Quote

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20 36 B1; players grapple for awhile

EA

EA

EA

EA

EA
EA
EA
EA
EA

Edited September 17, 2013 by buck

+ 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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 17, 2013

Report post

Yes this change just adds the value instead of loading it first. I switched the order of things so that I didn't need to save a temporary result. Yes this is the same as the previous version.

+ Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted April 23, 2017 (edited)

Report post

✓ On 9/24/2011 at 12:02 PM, bruddog said:

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The problem is almost never do player matchups reach the 25 or 50 HP threshold so almost always they engage in a lengthy grapple. The use of fixed thresholds means the same thing essentially happens on every play with regards to the OL DL play.

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EA ; no operation space fillers
EA
EA
EA
EA
EA
```

Making the the "OE" in C9 0E larger will increase the percentage of defenders busting in and decreasing it will decrease the percentage. Likewise changing the "34" to a lower number will have more OL popcorning defenders.

so the updated nes command would be:

```
#Changing the differential for popcorning/ dl busting through
#http://tecmobowl.org/forums/topic/8388-changing-the-differential-for-pc
#Visit link to see author's notes on variables to edit to modify code be
SET(0x28360,0xB1AE38F13E91AEA53D293F1871AE38F13E300BC90E9007C93490064C0F
```

@bruddog is this correct?

Edited April 23, 2017 by SBlueman

+ Quote Edit Options ▾



Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted April 23, 2017

Report post ↗

The set command looks right but the old code looks like it might have a bug

+ Quote



SBlueman

Tecmo Legend



Posted April 23, 2017

Report post ↗

so you take this part of the original code [as posted here](#):

SET(0x28360,0xB1AE38F13E91AE



Members

+ 289

1,048 posts

Location: San Jose, CA

and then add this edit [as per this post](#):

A53D293F1871AE38F13E300BC90E9007C93490064C0F844C84842036B1EAEAEAEAEAEAEAEAEAEAE)

now one can fiddle with items in red above as so:

Quote

Making the the "OE" in C9 0E larger will increase the percentage of defenders busting in and decreasng it will decrease the percentage. Likewise changing the "34" to a lower number will have more OL popcorning defenders.

just trying to have a concise post that summarizes this code and makes is accessible for readers.

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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)



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By bruddog, March 18, 2007 in [Hacking Documentation](#)

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bruddog

Down with button mashing



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The set code should be SET(0x28360, 0xA53D293F1871AE38F13E300BC90E9007C93490064C0F844C84842036B1EAEAEAEAEAEAEAEAEAEAE)

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Tecmonster

rom producer



Posted April 24, 2017

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After reading this thread again, I realized that I've been using the old code in my roms, so I tested the new vs. the old code.

I've never noticed a problem with the old code (not saying there isn't one . . . just never noticed it) but I did notice a problem with the new one.

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I was testing with JJ Watt (88 HP) vs. the Seahawks abysmal o-line (31-38 HP guards and tackles) and when I called the computer's pass play, everyone BUT JJ Watt swarmed the QB. Instead, he got rapidly pushed pushed downfield (into the Texans secondary). This doesn't happen with the old code.

Bruddog, I think you said that the original bug had something to do with adding OL's HP vs. loading it. What erroneous impact effect does that have on grapples?

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Ian Jones

Promising Rookie



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On 4/24/2017 at 8:11 AM, Tecmonster said:

Bruddog, I think you said that the original bug had something to do with adding OL's HP vs. loading it. What erroneous impact effect does that have on grapples?

Tecmonster, He's saying that the effect of the initial grapple gets saved into the sprite's attributes for the duration of the play. It would have no effect on the initial grapple but let's say your 69HP DL breaks his grapple with a 63HP OL and is headed toward the QB/RB. For the rest of the play the DL will now have only 06HP. So if he were to try and tackle the QB or RB with a grapple, then he would only have that 6HP to determine the result with.

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bruddog

Down with button mashing



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On a picked play its possible there is a math overflow since the players HP gets boosted on a picked play.

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