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Conditions always in average

By bruddog, April 20, 2015 in Hacking Documentation

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bruddog

Down with button mashing



Posted April 20, 2015

Someone asked me for this hack so I figured I'd post it since its not one I'd probably use.

This NOP's the jump to the condition routines so that conditions don't change and stay in



Moderators

3,074 11,466 posts Location: Ca

SKP MODE

average.

SET(0x21E25, 0xEAEAEA)

QTR 1->2

SET(0x220FE, 0xEAEAEA)

QTR 2->3

SET(0x2211A, 0xEAEAEA)

QTR 3>4

SET(0x22132, 0xEAEAEA)

Quote



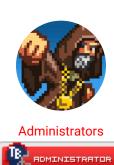
DFM

Tecmo Legend •••••

Posted April 20, 2015

On 4/20/2015 at 1:43 PM, bruddog said:





3,015
4,500 posts
Tecmo Titles: 2
Burning Mort I & II

Someone asked me for this hack so I figured I'd post it since it snot one I'd probably use.

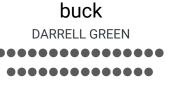
5yo me giggled.

+

Quote







Posted April 20, 2015

would be good for a "TSB to TB" hack.



Members

2,060 6,332 posts

Location: Tecmo Super

Street

Tecmo Titles: Lincoln V

(2015)

+

Quote



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

link to change one's signature

bruddog

Down with button mashing

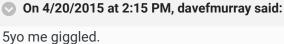


Moderators

3,07411,466 posts **Location:** Ca

Posted April 20, 2015





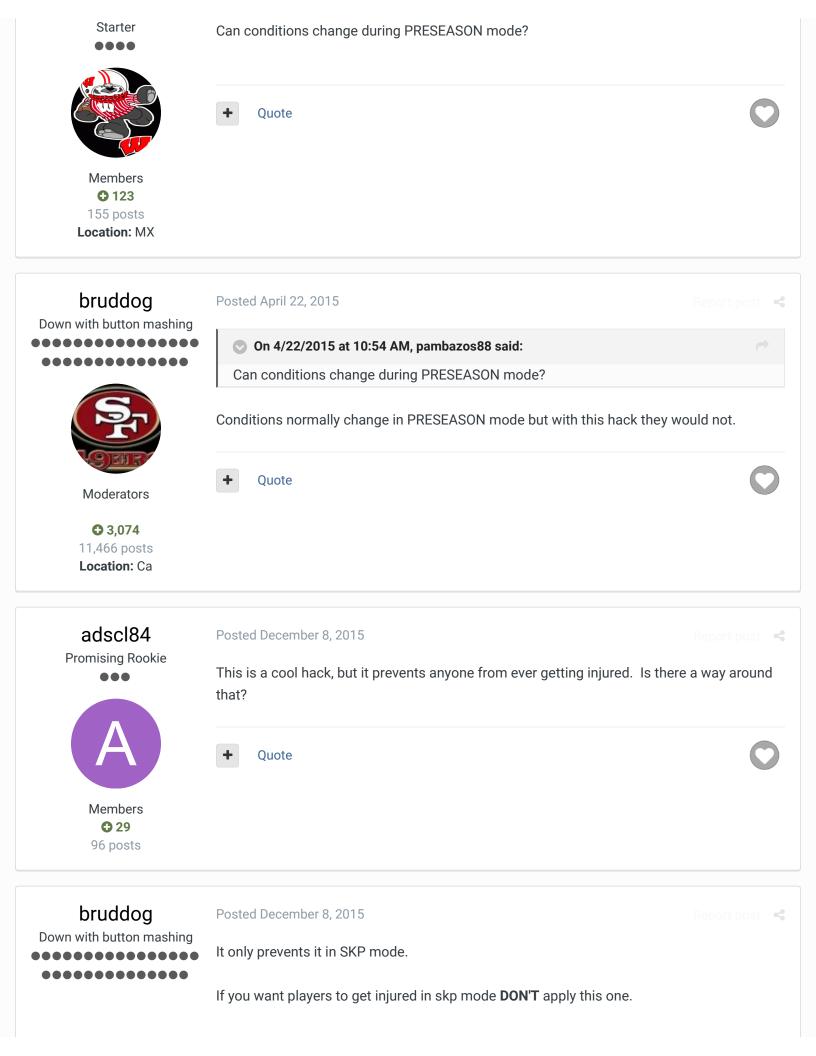
by of the giggied

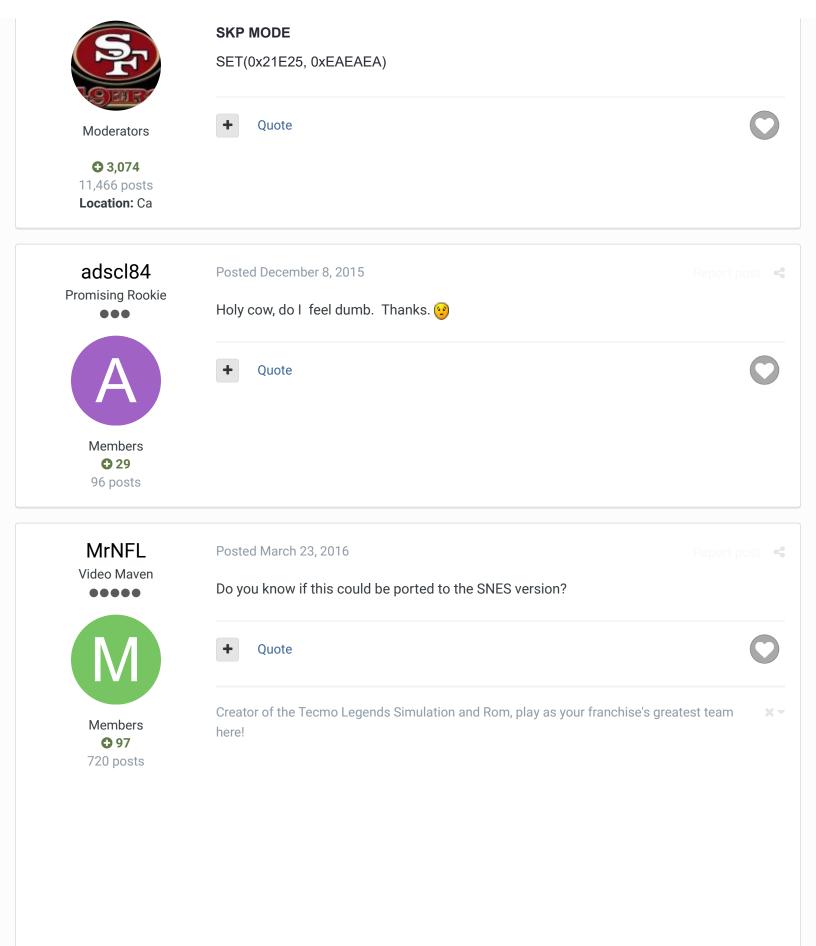
Good catch. Fixed

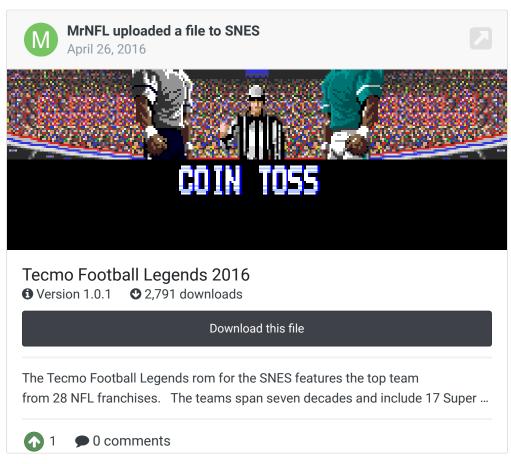


Quote









Also check out my "Best of the New Millennium" and "Best of the 90s" roms.



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SBlueman

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