



Diving time based on HP

By bruddog, September 30, 2013 in Hacking Documentation

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bruddog

Down with button mashing



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+ 3,074

11,466 posts

Location: Ca

Posted September 30, 2013

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This hack changes the dive animation time based on the players HP. The normal dive animation time is 7 frames. This will subtract a frame for every HP notch above 50 up to a minimum of 2 frame. And increase the dive animation time to a maximum of 14 for a 6 HP player. This might use the same space as various other hacks so move the location or bank switch and change the code if needed.

```
LDY #$1C
```

```
LDA ($AE),Y // get player HP
```

```
LSR // divide by 2
```

```
LSR // divide by 2
```

```
AND #$0F // make sure its 0-15 value
```

```
CLC // CLC just in case
```

```
CMP #$0C // check is HP is >=81
```

```
BCS SET to TWO // if HP >= 81 set dive animation to TWO
```

```
EOR #$FF
```

ADC #\$0F // convert to negative number and add 1+ 14 to get dive
animation time. 50HP= normal 7

JSR \$DACB

RTS

SET TO TWO

LDA #\$02

JSR \$DACB

RTS

SET 0x2AAA8 20EOBFEEAE

SET 0x2BFF0 A01CB1AE4A4A290F18C90BB00849FF690F20CBDA60A90220CBDA60

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 4



bob sacamano, Yak, bgboud2 and 1 other reacted to this

tadaos

Tecmo Legend



WTF

 367

2,490 posts

Location: Stratford, CT

Posted September 30, 2013

Report post 

so players with higher HP dive faster than others? or does this change the recovery time of said dive?

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2017 & 2019 New York City TSB Tournament Champion, 2017

Fishkill NY TSB CHAMPION

2014 Connecticut Cuban Bowl TSB Tournament Champion



WTF Champion - 2009 Eagles, 2020 Bills

HSTL Season 19, 23 Super Bowl Runner Up

2013 Philadelphia Tournament Runner Up

2019 CT Tournament 3rd Place

2013, 2018 NYC Tournament Final Four

2019 Jersey Tecmo Final Four, 2017 Long Island Retro TSB Tournament Final Four

2012 Midwest Tournament Elite 8

"Respect all. Fear none." -Tom Coughlin

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 30, 2013

Report post

Man, this is SWEET! I didn't even think about this as a way to make HP more relevant, but it makes perfect sense (especially with the way I rate players where their Madden tackling rating = HP for all defensive players, except DL).

So, if I wanted to make the quickest possible dive = 02, and the slowest possible dive = 12, what would I need to change?

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Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted September 30, 2013

Report post

Dropping science, Brud.

+ Quote



bruddog

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Posted September 30, 2013

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Tadaos, yes higher hp players dive faster and lower HP players dive slower. Tecmonster thats basically what this hack is now.

+ Quote





Moderators

+ 3,074

11,466 posts

Location: Ca

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 30, 2013 (edited)

Report post

What to do if want to use **QUICKNESS** for this instead of HP?

Also, need tutorial on this: quote "This might use the same space as various other hacks so move the location or **bank switch** and change the code if needed. "

Edited September 30, 2013 by buck

+ Quote

1

bgboud2 reacted to this



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

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bruddog

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Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 30, 2013

Report post

Wanting to use quickness changes and lengthens the code quite a bit since it isn't stored in the player ram area. But it can be done.

Jstout and cxrom have posted examples of how to bank switch but i can post it again here at some point. It would also require changing the hack since the bank switch itself takes up a decent amount of code.

+ Quote

1

bgboud2 reacted to this



buck

Posted September 30, 2013

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 9/30/2013 at 5:14 PM, bruddog said:

Wanting to use quickness changes and lengthens the code quite a bit since it isn't stored in the player ram area. But it can be done.

Jstout and cxrom have posted examples of how to bank switch but i can post it again here at some point. It would also require changing the hack since the bank switch itself takes up a decent amount of code.

thanks. makes more sense to me to use Quickness instead of HP. cool idea either way. nice job.

+ Quote



bgboud2 reacted to this



"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 30, 2013

Report post

Ya I didnt use quickness because i use quickness and rename it to coverage in my passing hack so I used quickness for something else entirely. But otherwise yes quickness does make sense as well.

+ Quote



bgboud2 reacted to this



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted September 30, 2013

Report post

Definitely like the hack, but HP doesn't seem quite the right attribute for it. RS or QUI (when not a coverage hack)

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AIM = bgboud2

sigs.php?player=bgboud2



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 30, 2013

Report post

I wanted to avoid RS so that great corners that sucked or or avg at tackling wouldn't be great at dive tackling with this hack. I agree HP is not quite right but there are only so many attributes.

+ Quote



bgboud2 reacted to this



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted September 30, 2013

Report post

On 9/30/2013 at 7:37 PM, bruddog said:

I wanted to avoid RS so that great corners that sucked or or avg at tackling wouldn't be great at dive tackling with this hack. I agree HP is not quite right but there are only so many attributes.

RP then? Great corners get high RS but low RP?

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AIM = bgboud2

sigs.php?player=bgboud2

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted September 30, 2013

Report post

I personally think that HP is the perfect attribute -- should be related to how well you can tackle. The only issue I have though, is if you use bruddog's other HP hacks, then you're basically confined to using LB's all the time because you'll probably never be able to make a tackle with a DB unless the RB is exceptionally weak. After testing this today, I think the spread should be a little tighter -- from 09 to 03. When chasing down a RB from behind a DB's dive never works. And then maybe factor in a little less HP in the grapple hacks to allow for more randomness. For instance:

09=19 HP or below

08=25-31 HP

07=38-44 HP

06=50-56 HP

05=63-69 HP

04=75-81 HP

03=88 HP or above

+ Quote



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted September 30, 2013

Report post

yeah Tecmonster but I think of HP as the rating for the big and/or stout guys the more i think of it, RP would be perfect differentiator

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AIM = bgboud2

sigs.php?player=bgboud2



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 30, 2013 (edited)

Report post

is it possible to use Quickness as straight up HP or Quickness as HP for the HP hack?

That way, HP can be used for this here hack.

Edited September 30, 2013 by buck

+ Quote



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

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bruddog

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Posted September 30, 2013

Report post

Wherever you want to use quickness is possible just makes the hack sizeable bigger in either case



Moderators

+ 3,074

11,466 posts

Location: Ca

Ya tecmonster i hadnt tested what the range should be. Yours is probably better.

+ Quote



bruddog

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Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 30, 2013

Report post

Bg the problem is you really want all your best defnders to have high RP regardless of their dive tackling ability.

+ Quote



Martin

Promising Rookie



Members

+ 22

92 posts

Posted June 7, 2015

Report post

On 9/30/2013 at 11:55 AM, bruddog said:

This might use the same space as various other hacks so move the location or bank switch and change the code if needed.

This is a great hack.

I'm trying to move the 2nd string to 0x2CF2E (just a bunch of FF's there).

I thought I did that by changing the 1st line to 0x201ECFEAEA ("switch the bytes, then -10..."), but that just caused a crash... on the ROM I'm using, and on the OG ROM as well. Not sure why, though. That method has worked for me before. What am I doing wrong now?

+ Quote



bruddog

Down with button mashing

Posted June 7, 2015

Report post

NES MMC3 mapper can only have two banks loaded at a time.



Moderators

+ 3,074

11,466 posts

Location: Ca

The bank this hack is in runs from 0x28010 to 0x2C010 on the acutal ROM file. Also for JSR's the only valid ranges are 0x8000 to 0xBFFF.

0xC000 -0xFFFF is the fixed bank in memory.

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1



Martin reacted to this



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