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Diving time based on HP

By bruddog, September 30, 2013 in Hacking Documentation

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bruddog

Down with button mashing





Moderators

3,074 11,466 posts Location: Ca Posted September 30, 2013

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

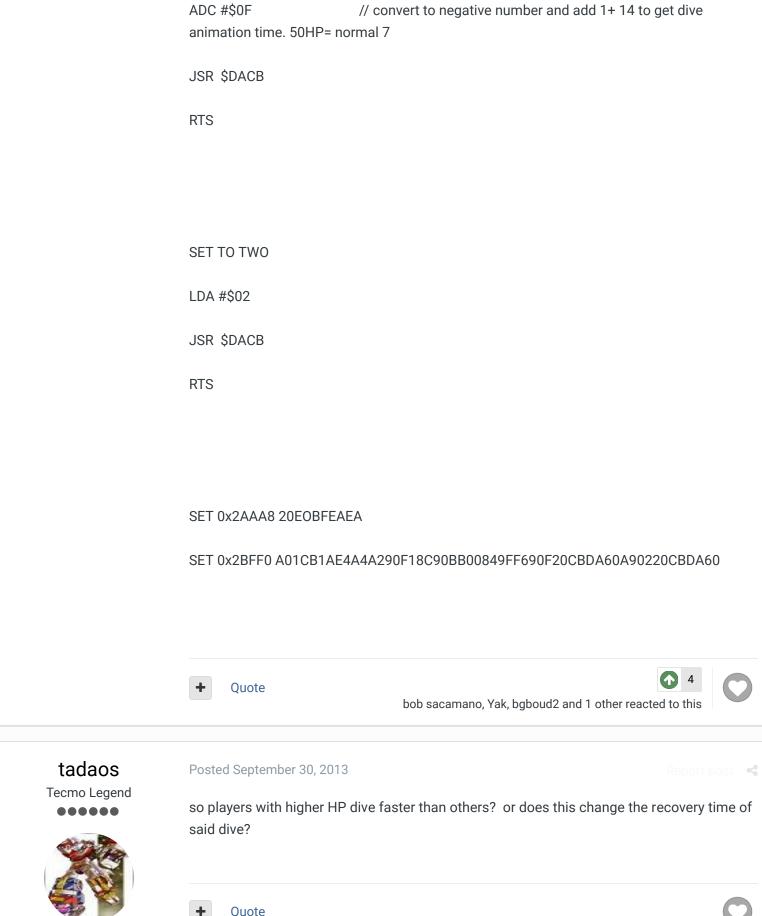
CMP #\$0C

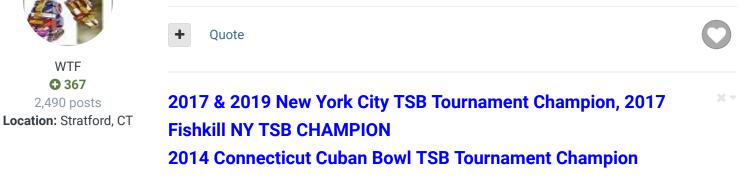
// check is HP is >=81

BCS SET to TWO

// if HP >= 81 set dive animation to TWO

EOR #\$FF





367

2,490 posts

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

CITIONS CEL POSTEG

rom producer



Members **211**

634 posts **Location:** Reno, NV

Posted September 30, 2013

Tiber 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?

+

Quote



Yak

Tecmo Fanatic



Posted September 30, 2013

Dropping science, Brud.



Members **◆ 1,541**

5,286 posts **Location:** Boston, MA

+

Quote



bruddog

Down with button mashing



Posted September 30, 2013

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



Posted September 30, 2013 (edited)

DARRELL GREEN

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



Members **Q** 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V

(2015)

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

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

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.



Ouote

bgboud2 reacted to this



DARRELL GREEN

Members **Q** 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

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 **O** 577 3,579 posts

Location: Irving, TX

Posted September 30, 2013

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

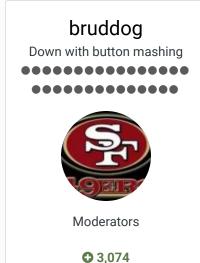
Ouote



AIM = bgboud2







Posted September 30, 2013

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.

Ouote

baboud2 reacted to this



11,466 posts Location: Ca

Tecmo Legend



2.0 **O** 577 3,579 posts **Location:** Irving, TX Posted September 30, 2013

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?

Ouote



AIM = bgboud2 sigs.php?player=bgboud2

Tecmonster

rom producer



Members **Q** 211 634 posts Location: Reno, NV

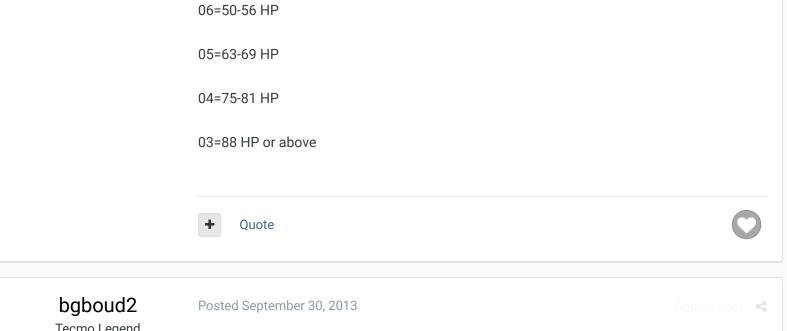
Posted September 30, 2013

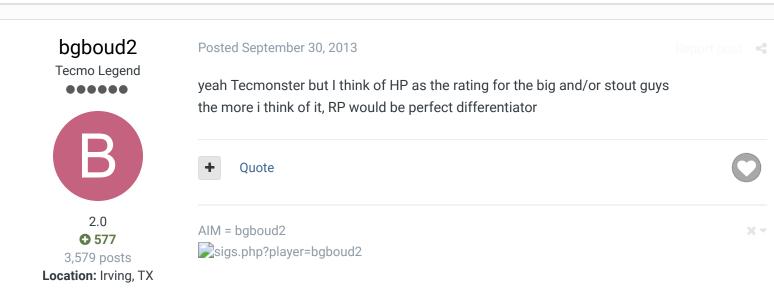
I personally think that HP is the perfect attribute -- should to be related to how well you can tackle. The only issue I have though, is if you use bruddog's other HP hacks, then you're basically confined to using LB's all the time because you'll probably never be able to make a tackle with a DB unless 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:

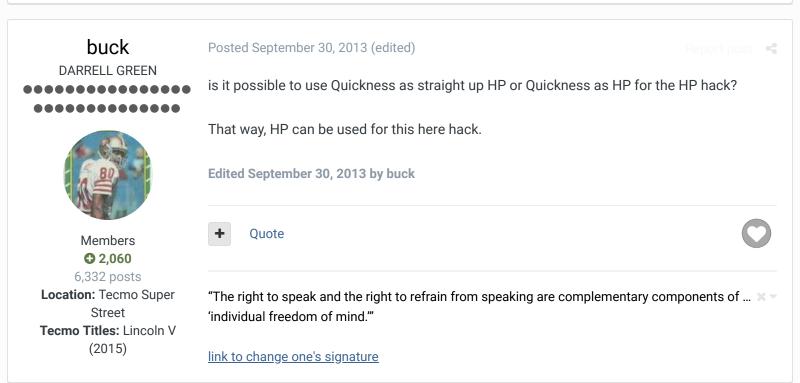
09=19 HP or below

08=25-31 HP

07=38-44 HP











Moderators

3,074 11,466 posts Location: Ca

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



Ouote



bruddog

Down with button mashing







3,074 11,466 posts Location: Ca

Posted September 30, 2013

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



Quote



Martin

Promising Rookie



Members **Q** 22 92 posts

Posted June 7, 2015



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?

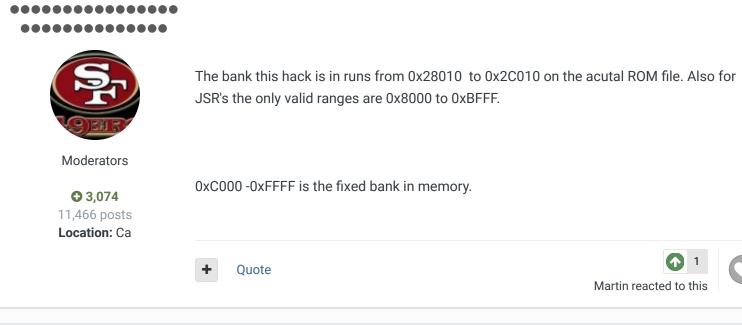


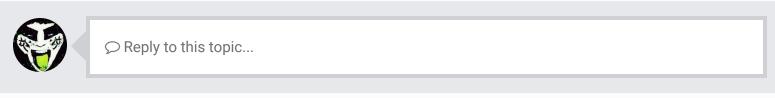
Quote



bruddog

Posted June 7, 2015







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SBlueman

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