



Fumble Probabilities Table

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Knobbe

Tecmo Godfather



Posted January 20, 2014

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The Ball Control attribute can vary from 06-100 (16 total) and those values correspond to a table located from 0x2bf04 to 0x2bf13

The table contains the chances out of 256 that a player will fumble the ball

Here are the default settings

6 BC - 12 = 7.0%

13 BC - 11 = 6.6%

19 BC - 10 = 6.3%

25 BC - 0F = 5.9%

31 BC - 0E = 5.5%

38 BC - 0D = 5.1%

44 BC - 0C = 4.7%

50 BC - 0B = 4.3%

56 BC - 0A = 3.9%

63 BC - 09 = 3.5%

69 BC - 08 = 3.1%

75 BC - 07 = 2.7%

81 BC - 06 = 2.3%

88 BC - 05 = 2.0%

94 BC - 04 = 1.6%

100 BC - 03 = 1.2%

If you wanted to change to fumble every play, you would change all values to FF


SET (0x2BF04, FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF)

If you wanted to never fumble, you would change all values to 00

SET (0x2BF04, 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00)

The BC for QBs and PR are controlled at x286E7 and the default setting is 0C, which is 44 BC.


If someone can shed some light on defensive BC, let me know.





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pambazos88 and Bodom reacted to this 

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

pambazos88

Starter



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On 1/20/2014 at 8:25 AM, Knobbe said:

The table contains the chances out of 256 that **a player** will fumble the ball

Does this apply to **PR** as well?, Or we still use this? <http://tecmobowl.org/topic/7010-gb-and-punt-returner-ball-control/#p61757>

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Knobbe

Tecmo Godfather



Founder



+ 3,242

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On 1/20/2014 at 12:13 PM, pambazos88 said:

Does this apply to **PR** as well?, Or we still use this? <http://tecmobowl.org/topic/7010-gb-and-punt-returner-ball-control/#p61757>

It doesn't apply to Punt Returner. Thanks for the heads up. I'll update the post above. Also, I'm unsure of a Defensive player's fumble settings.

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

bruddog

Down with button mashing



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PR, QB and defenders all have 44 Ball control.

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Bodom

Tecmo Legend



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One more question on this.

Taken from the QB/PR fumbling hack

"...if x286C7 is changed to 12 then it forces the game to revert to the normal player path and somewhere it seems to be defaulting the PR equal to the 56 Ball Control. The QB doesn't branch with the PR here allowing x286E7 to be usable for them."

In this scenario PR = x286C7 = 56 BC. QB = 28637 = adjustable BC. I assume the Defense BC still follows the PR BC value?

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quince3800

Starter



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This is really more of a question....


You can set the PR's BC based on the PR/QB BC posting information given by Jstout. You set a location @2869e as the PR's location after splitting the two (you can also customize the QB rating @286e7).

I **don't** fully understand what's happening b/c you can change the PR value to FF and he'll fumble all the time, but if the value is 00, he'll still fumble some of the time, so there are some other locations that might be involved (i.e., information I don't understand OR **maybe** the fumbling table doesn't work like we think it does). For example after changing @286c7 to 12, the PR BC skill value is 56 (or 0a), but I (of course) don't know where that is located (i.e., how do we know?). Just to say that you can edit both.

When that happens though I haven't tested to see which one (if either) might have something to do with defensive BC. It might be a separate value.

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