

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

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

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

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

2

pambazos88 and Bodom reacted to this

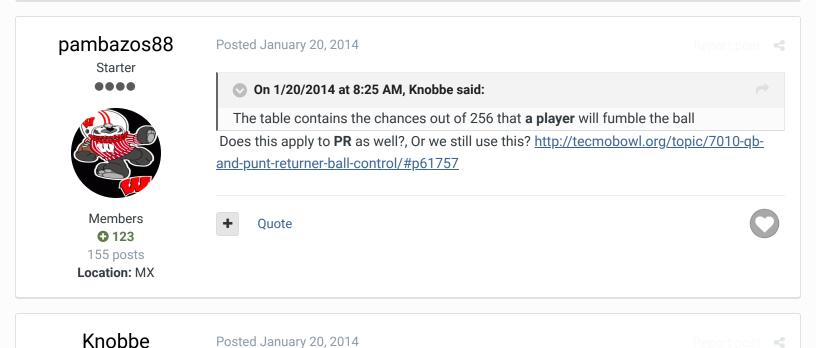
Elsewhere

Quote

• <u>@Tecmogodfather</u>

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



Tecmo Godfather



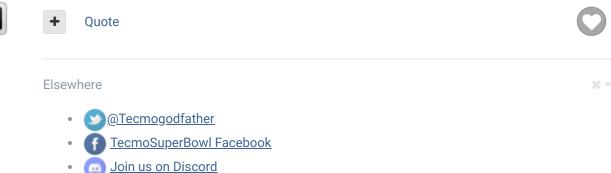
Founder

SITE FOUNDER

17,586 posts **Tecmo Titles:** 1 Founder of T-Borg • On 1/20/2014 at 12:13 PM, pambazos88 said:

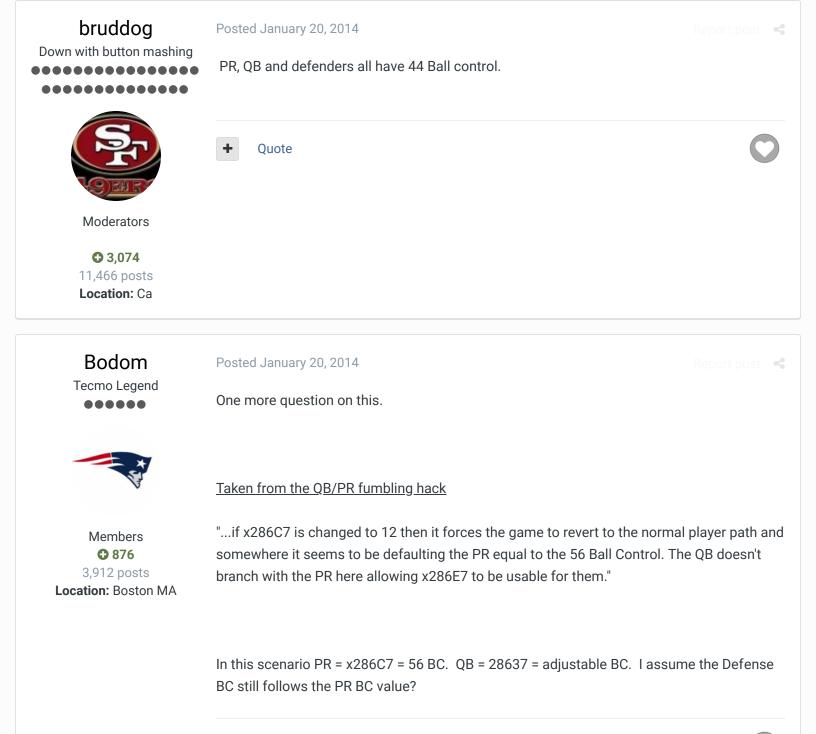
Does this apply to **PR** as well?, Or we still use this? <u>http://tecmobowl.org/topic/7010-</u> <u>qb-and-punt-returner-ball-control/#p61757</u>

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.



- O<u>Youtube</u>

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



Quote

Posted February 1, 2014

This is really more of a question....

quince3800

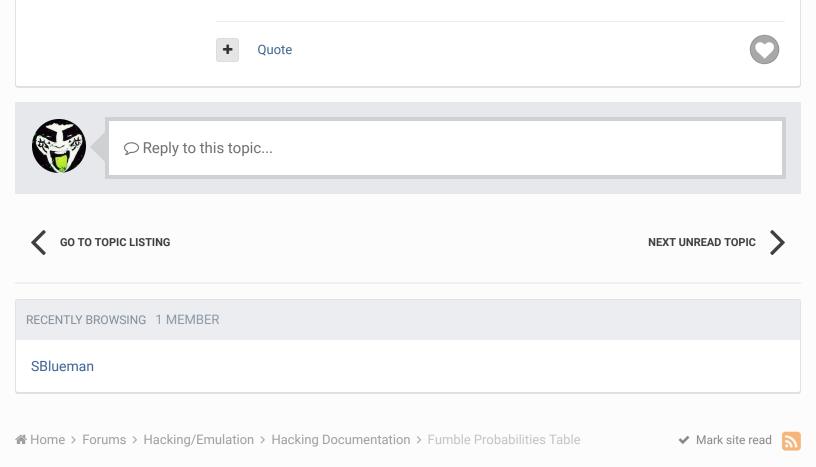
Starter



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 spliting the two (you can also customize the QB rating @286e7).

Members • 15 151 posts 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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