







Forums

Downloads

Experiences ▼

Online Leagues ▼

Search...

Q

Home Page

Member map

Online Users

Staff

★ Home > Forums > Hacking/Emulation > Hacking Documentation > Offensive ball carrier can break up drone grapples hack

Mark site read

1

Follow



# Offensive ball carrier can break up drone grapples hack

By bruddog, October 7, 2013 in Hacking Documentation

Start new topic

Reply to this topic

## bruddog

Down with button mashing



\$

Posted October 7, 2013

Normally you just keep bouncing off a grapple if you run into it. This will let you break the grapple 75% of the time just like the defense of course 25% of the time you will get tackled so be careful. This could have the probability adjust or be adjusted for HP as well.

Moderators

**3,074**11,466 posts **Location:** Ca

set 0x28293 EA EA EA EA

This removes the check for a man controlled offensive player that branches out if it is.

+

Quote

quince3800, brookstonfowler and buck reacted to this



buck

DARRELL GREEN



Posted October 7, 2013

on 7 vs 7-man rom:







Members **Q** 2,060

6,332 posts

Location: Tecmo Super

Street

Tecmo Titles: Lincoln V

(2015)

I ran into DL with QB, sack screen comes up with a player that's not even on the field.

real cool idea, though.



Ouote



"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



Tecmo Legend •••••



2.0 **O** 577 3,579 posts

Location: Irving, TX

Posted October 7, 2013

Defintely a great game changer if HP related...high HP busting through



Ouote



AIM = bgboud2



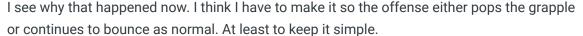
sigs.php?player=bgboud2

# bruddog

Down with button mashing



Posted October 7, 2013





Moderators

**3**,074 11,466 posts Location: Ca

Quote

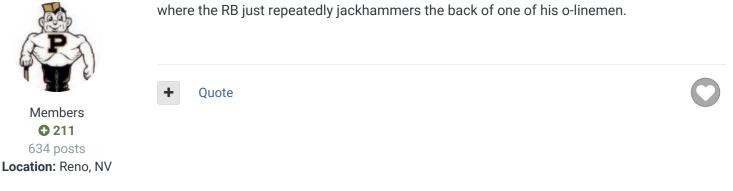


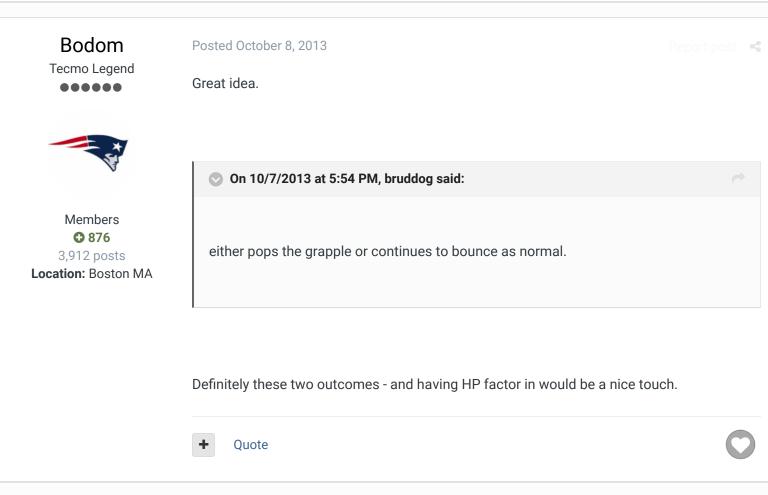
**Tecmonster** 

Posted October 7, 2013

rom producer

Good idea. Should help make the computer a little better because it will eliminate plays











Members

• 15

151 posts

Great idea. I think if HP is going to be incorporated though, it should have to do with the HP differential of the players involved in the grapple (at least first and foremost). That'd (eventually, if it's of interest) make double teams possible and make you pay for 'attacking' players like LT or JJ Watt.

I think it should weigh in at least to a degree, since having the ball carrier be able to break through based on his own HP allows you to get through piles, which is needed.

Maybe like a percentage jump to a ball-carrier-favoring equation or a grapple-differential determined equation based on the HP differential between the ball carrier and the defender in question. Ex: RB HP 50, OL HP 63 and DL HP 75, then (16-4/16) chance of going to an equation where the differential between the DL and the OL is weighed (which then couldn't be 100% because that wouldn't jive with how HP is being treated in other hacks; maybe a similar equation). The 4 in the equation 16-x/16 is the differential (in HP units) between the ball carrier and the DL.

Might not be that simple, but I think it'd take everything into account.



Quote



### quince3800

Starter



Members

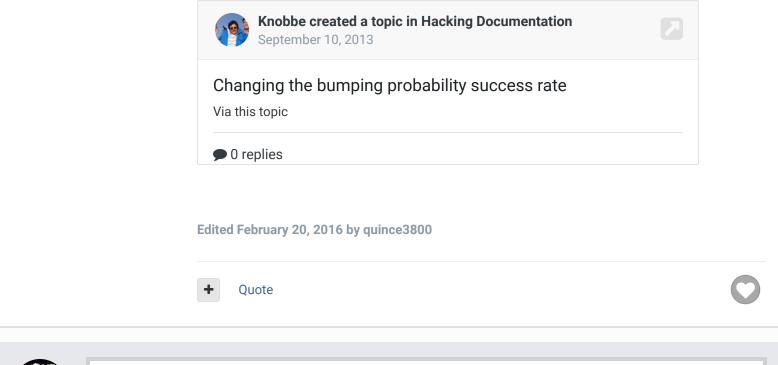
151 posts

#### Posted February 19, 2016 (edited)

I'm looking at the locations from this post and the one below and I don't see a pointer to these locations in the surrounding code or anywhere else. I was looking for 8A82 to take me to @2829a and 8382 to take me to @28293. Am I wrong about what the pointer should be? Nothing is blue with these bytes.

Also, do you know if the defensive bumping is called up by a different place with and without the ball carrier? What I want to do is make bumping (w/o the ball carrier) at like a ball carrier running into an existing grapple by changing the pointer. I don't know a- if this would be doable without effecting tackling or b- where the pointers are, assuming they exist. I'll keep looking though

2/20 edit: the answer to part of this is to keep 29 20 d0 18 @28293 and then run a string of EAs from @28297 to @282aa, but that interferes with regular Tecmo tackling....





Reply to this topic...

**GO TO TOPIC LISTING** 

**NEXT UNREAD TOPIC** 



RECENTLY BROWSING 1 MEMBER

**SBlueman** 

☆ Home > Forums > Hacking/Emulation > Hacking Documentation > Offensive ball carrier can break up drone grapples hack





Theme ▼ Contact Us

TecmoBowl.org Powered by Invision Community