



Offensive ball carrier can break up drone grapples hack

[Follow](#) 1By bruddog, October 7, 2013 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**bruddog**

Down with button mashing



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Location: Ca

Posted October 7, 2013

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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.

```
set 0x28293 EA EA EA EA
```

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

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3



quince3800, brookstonfowler and buck reacted to this

buck

DARRELL GREEN



Posted October 7, 2013

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on 7 vs 7-man rom:



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

real cool idea, though.



Quote



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

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bgboud2

Tecmo Legend



Posted October 7, 2013

Report post

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



2.0

+ 577

3,579 posts

Location: Irving, TX



Quote



AIM = bgboud2

sigs.php?player=bgboud2



bruddog

Down with button mashing



Posted October 7, 2013

Report post

I see why that happened now. I think I have to make it so the offense either pops the grapple or continues to bounce as normal. At least to keep it simple.



Moderators

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Location: Ca



Quote



Tecmonster

rom producer



Posted October 7, 2013

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



Members

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634 posts

Location: Reno, NV

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where the RB just repeatedly jackhammers the back of one of his o-linemen.

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted October 8, 2013

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Great idea.

On 10/7/2013 at 5:54 PM, bruddog said:

either pops the grapple or continues to bounce as normal.

Definitely these two outcomes - and having HP factor in would be a nice touch.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted October 8, 2013

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I actually like how the ball carrier can get dropped by running into a grapple, same as defense trying to bump grapples - there will eventually be a price to pay.

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

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quince3800

Starter



Members

+ 15

151 posts

Posted October 8, 2013

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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

+ 15

151 posts

Posted February 19, 2016 (edited)

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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....



Knobbe created a topic in Hacking Documentation

September 10, 2013



Changing the bumping probability success rate

Via this topic

0 replies

Edited February 20, 2016 by quince3800



Quote



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