



PLAYERS STOP MOVING WHEN THEY HIT ENDZONE HACK

[Follow](#) 0By bruddog, November 24, 2014 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**bruddog**

Posted November 24, 2014

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Down with button mashing



This gets rid of players having a running animation when they hit the endzone.....



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1

buck reacted to this

**buck**

Posted November 24, 2014

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DARRELL GREEN



I don't see it doing anything. What is supposed to happen?



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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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Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

bruddog

Down with button mashing



Moderators

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When the offensive player hits the back of the endzone they should change from the running animation to standing still.

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cubsfan5150

Tecmo Legend



2.0

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3,633 posts

Posted November 24, 2014

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Stops passes out of the back of the ez?

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buck

DARRELL GREEN



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted November 25, 2014

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On 11/24/2014 at 10:11 PM, cubsfan5150 said:

Stops passes out of the back of the ez?

It looks like that is what it is doing. Although that is both good and bad, because sometimes I throw it away on purpose using that feature. But I think it will be a useful feature on my TSB street rom.

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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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BO FB Offtackle Left

Tecmo Legend



Members

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Location: New York

Posted December 31, 2014

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Yeah I always found it annoying, but was sort of glad of it because it sort of mimics how hard it actually is to punch in a pass from inside the red zone.

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"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



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