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Players lose speed when cutting at 45 degrees hack

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By bruddog, October 13, 2016 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**bruddog**

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 13, 2016

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This make cutting more realistic as players will lose speed cutting in any direction. This hack would require some tweaking to the player ratings in general. It more of a place holder for a better version.

SET(0x2B9AA,0x4CABB9)

[+ Quote](#)**quince3800**

Starter



Members

+ 15

151 posts

Posted October 13, 2016

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meaning they reset into the RS ==> RP into MS function/equation?

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bruddog

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Moderators

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11,466 posts

Location: Ca

Posted October 13, 2016

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Correct it sets their current speed to the initial speed defined by RS.



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super
Street

Tecmo Titles: Lincoln V
(2015)

Posted October 13, 2016

Report post

Cool. What did you actually do here, 0x0F?



Quote



"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](#)

bruddog

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Posted October 13, 2016

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I just realized my hack was slightly wrong and changed it above. What I'm doing in this hack is skipping past the check for a greater than 45 degree angle change. See the commented code below:



Quote



11,466 posts

Location: Ca

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Here is a version where the players lose some speed (starting speed + current speed)/2= current speed when making 45 degree cuts.



TPC_TSB_45degree_hack.nes

Fetching info...



Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted October 14, 2016

Report post

That's really cool, bruddog -- another well-deserved blow to MS. If I want to try changing the angle to 90 (so the RB's speed is reset to his RS when he cuts at 90 degrees vs. 45), what do I need to change?



Quote



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11,466 posts

Location: Ca

Posted October 14, 2016

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Tecmonster thats how it works in normal tecmo...if you make a 90 degree cut (ie > 45) the player resets to to his RS.



Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted October 14, 2016

Report post

Wow, I never realized that, and it just doesn't seem to play that way after I just tested it.

I took a low RS, low RP, and high MS guy and played him with your 45 degree hack, and the slowdown at a 45 degree cut was obvious. Using the same guy in a rom without any speed hack, he doesn't seem to lose any speed on a 90 degree cut.



Quote



bruddog

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Moderators

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11,466 posts

Location: Ca

Posted October 14, 2016

Report post

I can verify it with a recording but make sure you are actually doing a 90 and not hitting the 45 inbetween.



Quote



bruddog

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Moderators

+ 3,074

11,466 posts

Location: Ca

Posted October 14, 2016

Report post

@Tecmonster So you we were both right. Even when I thought I was making perfect 90 degree cuts there was at least one frame in between where the joystick hit the 45 degree angle. But in the video it looks like a perfect 90 degree cut.

So your question might be irrelevant as it appears to be near impossible to go make a 90 degree cut without a frame where the joystick doesn't hit the 45 or without a frame where the joystick is on no direction causing your player to stop for a frame.



Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted October 15, 2016

Report post

Hm, interesting, so it's impossible to actually make a pure 90 degree cut. Well, how hard would it be to adapt the hack so that the player's speed is reset to RS when he cuts at a 90 degree angle TO THE SIDELINES?

OR . . . instead of resetting the player's speed to RS at EVERY 45 degree cut, make it so that there's, say, a 20% chance that his speed will be reset to RS.

What do you think?

I've been playing with the first hack you posted, and it's a total game-changer, literally. It makes the game more realistic because defenses seem to really struggle to catch a breakaway ball carrier from behind, but it's also tougher for a ball carrier to GET a breakaway run because of the cut slowdowns. It's such a radical change in player movement though, I think this would require a lot of testing to ensure a good run/pass potency balance and offense/defense balance. My first impressions though, thinking about a MAN vs. MAN game, are that this hack seems to make the passing game more potent, and the running game a little less potent, which helps make the game less RB-centric and, again, more realistic.



Quote



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