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Possible to edit how quickly players get up?

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By TeBowl_Time, December 30, 2012 in Hacking Documentation

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TeBowl_Time
Promising Rookie
●●●

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Posted December 30, 2012

Are there bytes that control how fast a player gets back up after being knocked down? If so, are there different ones for offense/defense?

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buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members
➕ **2,060**
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted December 30, 2012

yes, there are a bunch of different ones. on one rom I made, I set every fall down to be the "quickest" drop.

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"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

TeBowl_Time
Promising Rookie
●●●

Members
⊕ 11
46 posts

Nice, is there some documentation on this? I haven't seen any infos about it on these boards

\+ Quote

Yak
Tecmo Fanatic
●●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members
⊕ 1,541
5,286 posts
Location: Boston, MA

Posted January 27, 2013

Moved to Hacking Documentation board.

\+ Quote

Yak
Tecmo Fanatic
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Members
⊕ 1,541
5,286 posts
Location: Boston, MA

Posted February 2, 2013

Anybody have noted the 'get up' speeds?

\+ Quote

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buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted February 2, 2013 (edited)

all I know is there are a bunch of pointers that point to locations.

each location is a different "fall down" animation. some just drop and get up quickly, some fall at angles, some are the "I got chop-blocked" falldown, etc. I never attempted to figure

out any more. I know that you can replace the pointers with other pointers to replace fall-downs. In one of my minor-league roms I replaced all falldown animations with the "quick drop" (d8be).

here are some VERY LOOSE notes I took, just to get the basic skeleton of what was going on; LIKE A GOOD HACKER, I got off of my LAZY ASS and did some research the OLD FASHIONED WAY. I tried and tried and looked and looked and took notes.

SO TAKE NOTE, lazy suckers.

and this is from July 2010, and I have not looked at this since.

```
I also found that the area starting at 0x1B21A has to do with the animat

1B010    start the pointers (flip and add 0x10 to goto code)

1B090    start the codes


losing a grapple BLOCKED

POINTER DESCRIPTIONS


80b0    quick flip backwards left, shake head

b1b0    quick flip diag-up-left

dab0    straight vertical roll UP

09b1    quick flip diag-up-right
```

32b1   quick flip backwards, right

63b1   quick flip backwards, down-right

8ab1   straight vertical roll DOWN

b8b1   quick flip diag-down-left

these don't get thrown as far (distance)as the first pointer row

dfb1   quick flip backwards left, shake head lasts longer than 80b0

0ab2   roll left, about 4 seconds

44b2   roll left-up, about 4 seconds

88b2   roll left-up (a little more vertical), about 4 seconds

cbb2   roll-up, about 4 seconds

0BB3   roll right-up, 4 sec

4EB3   roll-up right, a little farther, 4 sec

92b3   roll right,

CCB3   roll right, 4 sec

F7B3   roll right, slightly down, 4 sec   FAR

38B4   toss diag-right-down, FAR

64B4   toss diag-right-down, medium distance

A3B4   roll down, 4 sec

D0B4   roll diag-down-left, 4 sec

0FB5   roll diag-down-left, 4 sec little farther

3BB5   roll left, 5 yards, 4 sec

7CB5   thrown left, 7 yards, 5 sec

ACB5   thrown left-up, 7 yards, 5 sec

EEB5   thrown up, 7 yards

29B6	thrown up-right, 7 yards
6BB6	thrown right, 7 yards
9BB6	thrown right-down, 7 yards
CDB6	thrown down, 7 yards
06B7	thrown left-down, 7 yards
38B7	thrown left, 10 yards
80B7	thrown left-up, 10 yards
E8B7	thrown up, 10 yards
42B8	thrown right-up, 10 yards
AAB8	thrown right, 10 yards
F2B8	thrown down-right, 10 yards
3AB9	thrown down, 10 yards
86B9	thrown down-left, 10 yards
CEB9	tripped left, 7 yards, 5 sec
0DBA	tripped left-up, 7 yards
60BA	tripped up, 7 yards
B0BA	tripped right-up
03BB	tripped right
42BB	
78BB	
B2BB	tripped down-left
E8BB	tripped high, left 5 yards
1fbc	tripped high, right, 5 yards
56bc	bounced right, 7 yards

```
90BC     bounced left, 7 yards

CABC     thrown, down left, 1 yard, 5 sec

FBBC     thrown, down, 1 yard, 5 sec

2CBD     tripped up, 5 yards, 5 sec

7DBD     tripped down, 5 yards

CEBD     tripped in place, 1 yard, 5 sec

06BE     tripped in place, 1 yard, 5 sec

3EBE     tripped, stand, bugged

8BBE     tripped, stand, bugged

D8BE     quick drop, 0 yard, 3 sec

D8BE

D8BE

D8BE
```

+   Quote

⬆ 3

DFM, Leonard Fournette and bruddog reacted to this

---

bgboud2
Tecmo Legend
●●●●●●

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Has it been posted elsewhere if these outcomes are random? When you lose a grapple does it select one of the longer distances to how far you get thrown based on the press difference?

B

2.0

⊕ **577**

3,579 posts

Location: Irving, TX

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

⬛ SITE FOUNDER

⊕ **3,242**

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

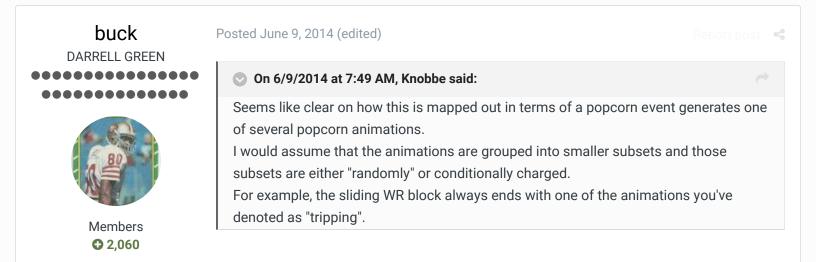Posted June 9, 2014   Report post ⤴

Seems like clear on how this is mapped out in terms of a popcorn event generates one of several popcorn animations.

I would assume that the animations are grouped into smaller subsets and those subsets are either "randomly" or conditionally charged.

For example, the sliding WR block always ends with one of the animations you've denoted as "tripping".

＋   Quote   ♡

Elsewhere   ✕ ▾

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

---

buck

DARRELL GREEN

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●●●●●●●●●●●●●●

Members

⊕ **2,060**

Posted June 9, 2014 (edited)   Report post ⤴

> **On 6/9/2014 at 7:49 AM, Knobbe said:**
>
> Seems like clear on how this is mapped out in terms of a popcorn event generates one of several popcorn animations.
> I would assume that the animations are grouped into smaller subsets and those subsets are either "randomly" or conditionally charged.
> For example, the sliding WR block always ends with one of the animations you've denoted as "tripping".

yeah, and "bugged" means "shakes head" (I think)....all of that was done pretty quickly and distances/times were also very roughly estimated. I have still not revisited this, but it's a decent start and overview of the possibilities.

also, the movement code is right there at the locations, so I bet it can easily be disassembled to get more accurate descriptions of the actions, instead of the rough visual method I used. it was just one of those things that I found out what I needed to know and set it aside.

Edited June 9, 2014 by buck

+ Quote

↑ 1

Knobbe reacted to this

"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

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bruddog

Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●

Posted January 5, 2015

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PLAYER STAND UP TIME

🖼 66553455f0.png

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↑ 1

buck reacted to this

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quince3800

Starter
●●●●

Posted May 2, 2015

Report post ⦟

Does anyone know anything about how long it takes for blockers to lock in on their assignment when the blocked player has been knocked down? I'm editing OL-DL d8/d7 movements and defeated blockers simply get up and run to an easy sack. I was thinking that this might be coded somewhere. I'd like to shorten this timing if possible.

+ Quote

rmm1976

HSTL and HSRL Founding
Member

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members
⊕ 2,237
16,576 posts
Location: Jacksonville, FL

Bruddog:

1.21 GIGAWATTS! GREAT SCOTT!

Me:

WHAT THE HELL IS A GIGAWATT?!

➕ Quote

⬆ 2

Bodom and bruddog reacted to this

💜

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SBlueman , Knobbe

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