



SIM target distribution hack

By bruddog, September 4, 2018 in Hacking Documentation

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bruddog

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Contrary to prior belief(i think) the playbook definitely has no effect in skp vs skp mode for passing as far as what targets get thrown to. The target chance table is non-linear. This means the values are not evenly spaced apart. Also it means you have to make sure the starters target chances add up to a certain value or you will never get passes to the latter players since the game checks the targets in the following order

RB1, RB2, WR1, WR2, TE.

EXAMPLE:

If you gave RB1 and RB2 target chance ratings of 15 or 0F in hex. WR1, WR2 and the TE would never get targeted. This is because a target rating of 15 corresponds to a value of 128 decimal in the target chance lookup table. So $128+128 = 256$. It is only comparing the target chance to the random value and then subtracting that amount.

If the random value was 255. 128 is less than 255. It would increment the target index and subtract 128 from the random value and use this value as the new value to compare to.

This

means the next time through 128 would equal RB2s target chance and it wouldn't matter what WR1, WR2, and the TE's target chances are.

HACK

There is a better way to fix this but this is a quick and dirty fix to get general pass distributions per team. It is a cumulative percentage table

RB1 10%, TABLE VALUE \$19 ($256 * 10\% = 25$. Converted to hex = \$19)

RB2 10% TABLE VALUE \$32 ($256 * 10\% = 25$. Converted to hex = \$19 + previous table value \$19 = \$3A)

WR1 30% TABLE VALUE \$7F (256 *30% = 77. Converted to hex = \$4d + previous table value \$19 = \$7F)
WR2 30% TABLE VALUE \$CC (256 *30% = 77. Converted to hex = \$4d + previous table value \$19 = \$CC)
TE 20% TABLE VALUE \$FF (no need to calculate it is the remaining percentage always leave at FF)

These values are duplicated for the p2 side the way the target roster ids are stored in an array.

SIM_TARGET_HACK:
SET(0x175a9, 0xA53DDD80BA9013E888D0F7)

TARGET_DISTRIBUTION_TABLE:
SET(0x19B90, 0x19327FCCFF19327FCCFF)

This should work on any rom but double check the 19B90 location in case there is a hack there. It should be FF's

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SBlueman

Tecmo Legend



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Location: San Jose, CA

Posted September 4, 2018

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So right now I try to make sure the 4th sim value for the RB1, RB2, WR1, WR2 and TE1 equals to 32. Is that tip not relevant anymore with this edit? Or is this a supplement to that?

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bruddog

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Posted September 5, 2018

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This hack would make the sim target chance irrelevant.

Without the hack, making sure they stay under 32 would work in most cases but not all. The TE would be the one to suffer in the cases it doesn't.

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SBlueman

Tecmo Legend



Members

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Location: San Jose, CA

Posted February 9, 2019 (edited)

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So how does this handle players say like Christian McCaffrey, James White or Saquon Barkley who are the best or second best receiving target on their teams? Doesn't this lock all teams to the same percentage distribution? Just trying to wrap my head around what this exactly does and doesn't change.

Edited February 9, 2019 by SBlueman

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adsc184

Promising Rookie



Posted February 11, 2019

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I think it uses the sim target value as a reference and checks that against a



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random number. If the check fails, it goes onto the next eligible receiver until someone gets the catch. I think this hack makes it more likely that the check fails for rbs before moving onto the wrs, giving the wrs more catches. The same can probably be accomplished by having rbs with lower sim values but i haven't ever messed with this to see if it gives finer control over simmed stats. It doesn't lock teams into the same distribution per se, just the probability. That is, if everyone on the offense had the same sim target value, you could expect them to roughly follow this distribution. If you wanted to have a rb get a ton of catches with this hack, you'd have to bump up their sim target value to be a lot higher.

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Ryzzynnwa

Member
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Posted May 24, 2019

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I would like to add this to my Hack but can't find that string on my version. Also there was someone who was able to hack it so that when players locked up they would move back and forth, like in Supertecmo II. I would also like to know how to hack it so that pass block is based on Rush Power. I would also like to add 4-3 defenses to some teams if that is possible. If you could direct me to information that would help it would be very much appreciated.

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