



TSB Sim Locations and Values

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By Knobbe, April 19, 2011 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)

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Tecmo Godfather



Founder



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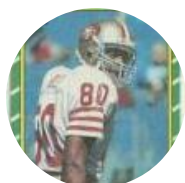


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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

buck

DARRELL GREEN



Posted April 19, 2011

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how does defense work? like bruce smith (bills RE) for example:
in TOOL: [116,7]
in HEX: 741E
so the 74 is DEC2HEX(116), but how in the heck does 1E relate to 7?

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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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▼ buck said:

how does defense work? like bruce smith (bills RE) for example:
in TOOL: [116,7]
in HEX: 741E
so the 74 is DEC2HEX(116), but how in the heck does 1E relate to 7?

you need to look at the header

team RE-NT LE-RO RI-LI LO-RC LC-FS SS-RE C-LE RO-RI LI

BUF 741E 1919 0D0D 1D00 0002 0207 0712 190A 0D07 1940 2728 63AB

Thus the hex is telling me that it doesn't group together the two sim stats for defense.

It's doing sacks first and then INTs

In other words, Bruce Smith's 116 followed by the NT.....Bruce's 07 for ints appears in the 0207 with the SS's sack rating

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buck

DARRELL GREEN



Posted April 19, 2011

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so what does the header "RE-C" mean to you?
EDIT - I guess it means NT.



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Quote
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you can reference this post for the non-hex values

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▼ buck said:

so what does the header "RE-C" mean to you?

Means someone wasn't smart enough to make it RE-NT

I'll change

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Fixed/updated...made it easier to read

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Posted September 25, 2019


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To update this




The defensive sack and INT numbers have to add up to 255 for a team or else the sim results won't be as expected.



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 1

gojiphen malor reacted to this 

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