



Turn off injuries in SKP mode

[Follow](#) 0By bruddog, May 20, 2017 in [Hacking Documentation](#)[sim](#) [off](#) [skp](#) [injuries](#)[Start new topic](#)[Reply to this topic](#)**bruddog**

Down with button mashing



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Location: Ca

Posted May 20, 2017

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This is untested but I'm pretty sure this should do the trick....

[@TheRaja](#) [@Tundrayeti311](#)

SET (0x17AD6, 0xEAEAEA)

SET (0x17CB0, 0xEAEAEA)

SET (0x17DCD, 0xEAEAEA)

[@SBlueman](#) you can add this to the list if its verified to work.[+ Quote](#)

2



You and Tundrayeti311 reacted to this

Tundrayeti311

Starter



Members

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200 posts

Posted May 21, 2017

[Report post](#)[@bruddog](#) thank you for looking at it! The game is freezing on the scoreboard screen during auto skip games. It has gotten through a few quarters but not through an entire game yet.[+ Quote](#)

Tundrayeti311

Posted May 25, 2017 (edited)

Report post

Starter



Members

+ 17

200 posts

On 5/21/2017 at 9:16 PM, Tundrayeti311 said:

@bruddog thank you for looking at it! The game is freezing on the scoreboard screen during auto skip games. It has gotten through a few quarters but not through an entire game yet.

UPDATE: This hack works as intended (user error previously, somehow managed to apply 0xEAEAEAEA)

Tested:

1. Applied hack to TSB_TPC; 'game start' on one manual skip v skip: OK; autoskip through Week 17; went through Season Team Data and confirmed no injuries on any team
2. Applied hack to TSB_TPC; loaded previous save state w/ particular team lineups, e.g. QB @ NE = Wilson; 'game start' on one manual skip v skip: OK; autoskip through Week 17; went through Season Team Data and confirmed no injuries on any team or noticed any lineup reset due to injuries
3. Applied hack to custom rom TSB_TPC_Tapmeter + P2_OnsideKick_Rcvr + Player_2; loaded previous save state w/ particular team lineups, e.g. QB @ NE = Wilson; 'game start' on one manual skip v skip: OK; autoskip through Week 17; went through Season Team Data and confirmed no injuries on any team or noticed any lineup reset due to injuries

@bruddog thanks again, awesome stuff!

Edited May 25, 2017 by Tundrayeti311

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gojiphen malor

Posted September 16, 2017 (edited)

Report post

Tecmo Super Champion



Members

+ 669

838 posts

Location: Monster Island

On 5/20/2017 at 5:04 PM, bruddog said:

This is untested but I'm pretty sure this should do the trick...

@TheRaja @Tundrayeti311

```
SET (0x17AD6, 0xEAEAEA)
SET (0x17CB0, 0xEAEAEA)
SET (0x17DCD, 0xEAEAEA)
```

@SBlueman you can add this to the list if its verified to work.

@bruddog, is there significance to the sets of EA's?

like, is it Average / Good / Excellent is relation to their chances of getting injured?
I don't want to so much turn off SKP injuries, but lessen them quite a bit at a friend's request.
The default values I'm seeing are EE, C1, 03
I've tried changes like F5. C8. 0A.
Any changes seem to shut them off completely.

Edited September 16, 2017 by gojiphen malor

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 16, 2017 (edited)

Report post



6502 opcodes.txt

Fetching info...

"EA" is "no operation". it is an opcode for the NES processor chip.

it's like a "blank" byte of code that does nothing. hackers use it to blank out sections of code/computations sometimes.

EE, C1, 03 are actual 6502 opcodes doing something to memory or some logic stuff.

Edited September 16, 2017 by buck

+ Quote



1

gojiphen malor 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](#)

gojiphen malor

Tecmo Super Champion



Posted September 16, 2017

Report post



On 9/16/2017 at 1:47 PM, buck said:



"EA" is "no operation". it is an opcode for the NES processor chip.



Members

+ 669

838 posts

Location: Monster Island

it's like a "blank" byte of code that does nothing. hackers use it to blank out sections of code/computations sometimes.

Ahh I see. So it's pretty much ON/OFF as far as SKP injuries? and this really is just to mask the numbers and not lessen them?

Thank you for the reply, buck.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 16, 2017

Report post

On 9/16/2017 at 1:51 PM, gojiphen malor said:

Ahh I see. So it's pretty much ON/OFF as far as SKP injuries? and this really is just to mask the numbers and not lessen them?

Thank you for the reply, buck.

It's not just on and off. This was just an easy way to turn them off. The values you listed aren't the actual injury chance values. There are 3 different injury checks the game does in sim mode

- | | |
|-------------------------------|-------------------------------------|
| 1. Check injury on SIM KR. | Chance = 0.28% per tackle on return |
| 2. Check injury on SIM PR. | Chance = 0.28% per tackle on return |
| 3. Check injury on SIM tackle | Chance= 0.13% per tackle |

```

$3B= Rand_Num_1
$3C= Rand_Num_2
$03C1= PLAYER_INJ_STATUS      ; 0= false, 1 = true

```

The code is as follows for kick and punt returns:

; IS PLAYER INJURED? = (1-0.93) * (1-0.96) =

~0.028 = 0.28%

```

LDA Rand_Num_1                ; load random 1
CMP #$11                      ; is random >= 17 Chance = [1 - (17/256)] =93%
BCS @Loop1                    ; NO->CHECK FOR PR FUMBLE
LDA Rand_Num_2                ; load random 2
CMP #$0A                      ; is random >= 10 Chance = [1 - (10/256)] =96%
BCS @Loop1                    ; NO->CHECK FOR PR FUMBLE
INC PLAYER_INJ_STATUS         ; SET PLAYER INJURED = TRUE

```

The code is the same for normal SIM plays but the CMP \$0A is CMP 0.05

So search in the code for
 SIM PR/KR INJURY CHECK:
 A5 3B C9 **11** B0 09 A5 3C C9 **0A** B0 03
 SIM NORMAL INJURY CHECK
 A5 3B C9 **11** B0 09 A5 3C C9 **05** B0 03

Do the math as indicated above to figure out what to change those values to what you want.

+ Quote 👍 2 👆 1 👤
 gojiphen malor, Tundrayeti311 and buck reacted to this

gojiphen malor

Tecmo Super Champion



Members

+ 669

838 posts

Location: Monster Island

Posted September 16, 2017

Report post

On 9/16/2017 at 2:34 PM, bruddog said:

It's not just on and off. This was just an easy way to turn them off. The values you listed aren't the actual injury chance values. There are 3 different injury checks the game does in sim mode

- | | |
|-------------------------------|-------------------------------------|
| 1. Check injury on SIM KR. | Chance = 0.28% per tackle on return |
| 2. Check injury on SIM PR. | Chance = 0.28% per tackle on return |
| 3. Check injury on SIM tackle | Chance= 0.13% per tackle |

\$3B= Rand_Num_1
 \$3C= Rand_Num_2
 \$03C1= PLAYER_INJ_STATUS ; 0= false, 1 = true

The code is as follows for kick and punt returns:

0.96) = ~0.028 = 0.28% ; IS PLAYER INJURED? = (1-0.93) * (1-

```

LDA Rand_Num_1 ; load random 1
CMP #$11 ; is random >= 17 Chance = [1 - (17/256)]
=93%
BCS @Loop1 ; NO->CHECK FOR PR FUMBLE
LDA Rand_Num_2 ; load random 2
CMP #$0A ; is random >= 10 Chance = [1 - (10/256)]
=96%
BCS @Loop1 ; NO->CHECK FOR PR FUMBLE
INC PLAYER_INJ_STATUS ; SET PLAYER INJURED = TRUE
  
```

The code is the same for normal SIM plays but the CMP \$0A is CMP 0.05

So search in the code for
SIM PR/KR INJURY CHECK:
A5 3B C9 11 B0 09 A5 3C C9 0A B0 03
SIM NORMAL INJURY CHECK
A5 3B C9 11 B0 09 A5 3C C9 05 B0 03

Do the math as indicated above to figure out what to change those values to what you want.

Thank you!

This was comical :



Definitely on the right track now thanks to your help!

+ Quote

↑ 1

You reacted to this



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SIMILAR CONTENT

skp touchdowns only? how to increase

By buck



Ok, I have been up and down with SIM/SKP and have got SKP (teams that play season in the background) stats working almost perfect - the only problem is that the teams don't score enough touchdowns!

...



Can somebody PLEASE tell me where each teams sim data is in the hex???

By [tacomanarrows](#)

I need help finding each teams SIM DATA. Like how would I make the Tacoma Narrows OFF - 15, DEF - 10 in a 28 team rom for example?

...

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