



Use Quickness For Pass Incompletions

By jstout, August 20, 2011 in [Hacking Documentation](#)

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jstout

Tecmo Super Champion



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537 posts

Posted August 20, 2011

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The code below should use the defender's pass interception ability to intercept passes and the defender's quickness ability to cause incomplete passes. The following is loosely tested.

```
x29D8F:
4C BA BF  JMP FIRST
EA          NOP

x29DA2:
4C CA BF  JMP SECOND
EA          NOP

x29DB7:
4C DA BF  JMP THIRD
EA          NOP

FIRST: ; x2BFCA
A6 DD    LDX $DD
A5 E6    LDA $E6
20 ED BF JSR CHECK
A4 E6    LDY $E6
C9 50    CMP #$50
90 23    BCC EXIT
4C 83 9D JMP $9D83
```

```
SECOND: ; x2BFDA
A6 DD LDX $DD
A5 E7 LDA $E7
20 ED BF JSR CHECK
A4 E7 LDY $E7
C9 50 CMP #$50
90 13 BCC EXIT
4C 96 9D JMP $9D96
```

```
THIRD: ; x2BFEA
A6 DD LDX $DD
A5 E8 LDA $E8
20 ED BF JSR CHECK
A4 E8 LDY $E8
C9 50 CMP #$50
90 03 BCC EXIT
4C A9 9D JMP $9DA9
EXIT:
4C EE 9D JMP $9DEE
```

```
CHECK: ; x2BFFD
86 43 STX $43
2A ROL
30 0B BMI NEGATIVE
6A ROR
29 8F AND #$8F
20 8D DD JSR $DD8D
A0 87 LDY #$87 ; USE QUICKNESS ABILITY INSTEAD OF INTERCEPTION
4C 83 9E JMP $9E83
NEGATIVE:
4C B1 9E JMP $9EB1
```

 Quote



buck

DARRELL GREEN



Members

Posted August 20, 2011

Report post 

I don't understand exactly what this hack does compared to the default INT mechanics - because I thought that INT had an effect on completions (as well as interceptions). Is there a quick and dirty explanation...or could you give an example of a player (or team) for which this hack would be applicable?

 Quote



+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

"The right to speak and the right to refrain from speaking are complementary components of ... x v
'individual freedom of mind.'"

[link to change one's signature](#)

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted August 20, 2011

Report post

▼ buck said:

could you give an example of a player (or team) for which this hack would be applicable?

I actually have a great example. The Pats 2010 secondary. Most INTs in the league, but I also think they had the worst completion rate in the league as well (meaning opposing QBs TORE THEM UP!).

▼ buck said:

I don't understand exactly what this hack does compared to the default INT mechanics - because I thought that INT had an effect on completions (as well as interceptions).

I'm actually confused about this as well.

Great find by both jstout & bruddog....now explain!! 😄

+ Quote



jstout

Tecmo Super Champion



Members

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537 posts

Posted August 20, 2011

Report post

▼ buck said:

I don't understand exactly what this hack does compared to the default INT mechanics - because I thought that INT had an effect on completions (as well as interceptions). Is there a quick and dirty explanation...or could you give an example of a player (or team) for which this hack would be applicable?

This was mostly for Bruddog so I wouldn't forget some stuff again.

The short is the hack has the defender use their Interception skill for figuring out Interceptions and their Quickness skill for figuring out Completions and Incompletions. The example would be a shut down corner that has few INTs but allows few catches could be set with a low INT rating and high Quickness so he gets few INTs but doesn't allow many CCs during game play. Currently a player with a low INT rating would get few INTs and allow a lot of CCs during game play.

+ Quote



jstout

Posted August 20, 2011

Report post

Tecmo Super Champion



Members

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537 posts

▼ Bodom said:

I actually have a great example. The Pats 2010 secondary. Most INTs in the league, but I also think they had the worst completion rate in the league as well (meaning opposing QBs TORE THEM UP!).

Using Bodom's example, you could set the defenders to a high INT rating and low Quickness rating. The players would have a good chance of interceptions but would allow a lot of catches when they don't get them.

+ Quote



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted August 20, 2011

Report post

So how would this look in a chart like the one in the attribute guide?

[Post made on a Tecmo Super Mobile Device!]

+ Quote



AIM = bgboud2



hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted August 20, 2011

Report post

INTERESTING!!!!!!

+ Quote



The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>



buck

DARRELL GREEN



Posted August 20, 2011

Report post

Ok, cool. Now what about the 'quickness for returns' hack?

[Post made on a Tecmo Super Mobile Device!]

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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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Members

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Location: Tecmo Super Street

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bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted August 20, 2011

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That one sux anyway

[Post made on a Tecmo Super Mobile Device!]

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 20, 2011

Report post

@bg that guide still works just use int to check for int percentages and the quickness value for comp/deflection percentages

@buck ya that would ruin that hack. You would have to rely on MS in that case which isn't that big a deal.

@ bodom exactly! Or look at the Jets very low completion percentage and yards per attempt but not a lot of interceptions.

+ Quote



buck

DARRELL GREEN



Posted August 21, 2011

Report post

so what happens on a pass play when INT = 100 and COVERAGE = 0 ?

can a defender with 0 INT still get a stand-still interception (not on a misthrow)? can a defender with 100 COVERAGE still get CC'd on?

maybe I need a refresher on INT/Completion/Drop calculations.



Members

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6,332 posts

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Tecmo Titles: Lincoln V (2015)



Quote



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bgboud2

Tecmo Legend



2.0

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3,579 posts

Location: Irving, TX

Posted August 21, 2011

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Please help me further understand...

QB with 50pc to receiver with 50rec against defender with 63int on the original chart is 2-26-72 for completion, interception, incomplection, and if 38 int then its 20-15-65

So it checks for interception first right?

Then against 38int 63qui you'd have 15% chance of an interception while the completion,incomplection would go to 2%, 83%?

Alternatively, 63int, 38qui would be 26% chance of interception then completion, incomplection is 17%, 57%?



Quote



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sigs.php?player=bgboud2

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 21, 2011

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@bgboud- correct. I can make a an updated spreadsheet that can calculate it automatically or if you've already done it.



Quote



buck

Posted August 21, 2011

Report post

DARRELL GREEN



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

bruddog - It would be nice if you would upload a new spreadsheet with the new 'coverage' variable.

here's the code in TOOL SET commands (untested):

```

SET( 0x29D8F, 0x4CBABFEA)
SET( 0x29DA2, 0x4CCABFEA)
SET( 0x29DB7, 0x4CDABFEA)
SET( 0x2BFCA, 0xA6DDA5E620EDBFA4E6C95090234C839D)
SET( 0x2BFDA, 0xA6DDA5E720EDBFA4E7C95090134C969D)
SET( 0x2BFEA, 0xA6DDA5E820EDBFA4E8C95090034CA99D4CEE9D)
SET( 0x2BFFD, 0x86432A300B6A298F208DDDA0874C839E4CB19E)

```

+ Quote ↑ 1 ↑ You reacted to this

"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 21, 2011

Report post

I will. Might want to be careful with that set command i think the no fumble in the endzone hack uses the same space

+ Quote ♥

bgboud2

Tecmo Legend



Posted August 23, 2011

Report post

Hmm so do the jump interceptions and deflections work differently with this? 3 notches above the qb for chance to intercept but what about the chance for a whiff?

+ Quote ♥

2.0

+ 577

3,579 posts

Location: Irving, TX

AIM = bgboud2

 sigsg.php?player=bgboud2



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted September 5, 2011

Report post

anybody got data (stats or links to data) that helps rate defenders with this new "coverage" variable?

I mean, one could use "passes defended", but that doesn't tell it all because one would need to know how many throws were attempted at them.



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

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Posted September 5, 2011

Report post

buck said:

anybody got data (stats or links to data) that helps rate defenders with this new "coverage" variable?

I mean, one could use "passes defended", but that doesn't tell it all because one would need to know how many throws were attempted at them.

ok, here's what I did - keep in mind I had already rated the team OG style for INT only: got a list of TEAM PASS DEFENSES (from football outsiders) from 2010, ranked 1-32.

after the teams were sorted, I put them in groups of 8

1 thru 8 - COVERAGE equals 1 NOTCH BOOST over INT

9 thru 16 - COVERAGE equals EQUALS INT

17 thru 24 - COVERAGE a 1 NOTCH DECREMENT over INT

25 thru 32 - COVERAGE a 2 NOTCH DECREMENT over INT

this rule is applied to everyone on the defense.

if there needs to be exceptions to certain players, I will make them on an individual basis.

So, in summary, I'm using this 'coverage' variable based off of initial INT rating (plus 1, even, minus 1, minus 2). Applied globally to a team defense, based on where the team pass defense ranks overall. So, it's pretty close to original INT and I don't feel too bad or good about it, yet. Must test.



Quote



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'individual freedom of mind.'"

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Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted September 5, 2011

Report post

✓ buck said:

anybody got data (stats or links to data) that helps rate defenders with this new "coverage" variable?

Profootballfocus used to keep stats like this for every player. Thrown at, completions, completion %, INT% etc...

They started charging for the site last year though.

Not sure if anyone here has a membership...

+ Quote



bruddog

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Posted September 5, 2011

Report post

I used profootballfocus stuff to help me rate defenders

For a base team coverage variable I used yards per attempt, a modified version of advancednfl stats team success rate, and prof-football-focus player ratings

+ Quote



TecmoBowlSwede

Promising Rookie



Members

+ 1

47 posts

Posted September 22, 2011

Report post

When I use the SET commands on my 28 team rom the game freezes as soon as the kick returner gets the ball. I haven't implemented the "no fumble in endzone"-hack...

I think I read a thread (can't find it now...) some time ago about using quickness for return speed that said something about a HEX-value changed from 82 to 87... but I'm quite sure that I have used the KR & PR MS-hacks, instead of the "quickness for return speed"-patch... Any thoughts on what it is that causes the freeze?

+ Quote



bruddog

Posted September 26, 2011

Report post

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what other hacks did you have on the rom?



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Location: Ca

+ Quote



TecmoBowlSwede

Posted September 27, 2011

Report post

Promising Rookie



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I guess that it is the "Quickness Controls INT / Fumbl Return Speeds"-hack that causes the problem.

Other hacks I have used:

- Defense: 3-4 or 4-3 Team Formations
- Grappling: HP Hack
- Grappling: COM vs COM Differential
- Player-2 Condition Fix
- QB Split PC / PA Ratings Hack
- Turn On Preseason Injuries

+ Quote



bruddog

Posted September 27, 2011

Report post

Down with button mashing



The grappling hack uses the same space as the Quickness For Pass Incompletions. You probably overwrote the grappling hack causing the game to freeze as soon as there is a grapple,



Moderators

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11,466 posts

Location: Ca

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TecmoTurd

Posted September 27, 2011

Report post 

Tecmo Legend



Yeah, xplozv noticed this for the SNES version and moved it...



Members

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2,947 posts

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AIM: TecmoTurd



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Use Quickness For Pass Incompletions

By jstout, August 20, 2011 in [Hacking Documentation](#)

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TecmoBowlSwede

Posted September 30, 2011

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Members

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47 posts

Just added the two grappling hacks and the Quickness For Pass Incompletions hack to the original rom. No freeze.

As my rom freezes when the kick returner gets the ball, I guess it has got to be a conflict with a return speed related hack.



Quote



TecmoBowlSwede

Posted February 13, 2012

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Members

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47 posts

Been messing around with this some more. Adding the *Dedicated Returners using Code-hack* and then the *Use Quickness For Pass Incompletions-hack* results in a crash. If added in the opposite order, it seems to work just fine - but then the the returner-hack cancels the pass-hack out?



Quote



quince3800

Starter

Posted August 15, 2012

[Report post](#)



Members
+ 15
151 posts

Greetings,

Does this hack affect that likelihood that a LB or DL will deflect a pass when in front of the QB?

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074
11,466 posts
Location: Ca

Posted August 15, 2012

Report post

no

+ Quote



SBlueman

Tecmo Legend



Members
+ 289
1,048 posts
Location: San Jose, CA

Posted March 10, 2018

Report post

On 8/6/2012 at 12:12 PM, TDO said:

Is it possible to change the set commands of the no fumble in the endzone hack so one could use the coverage hack and the no fumble endzone hack together? Would someone with more knowledge about doing that be willing to post the new set commands?

I second this question.

+ Quote Edit Options





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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

Atrain400

Promising Rookie



Members

+ 13

73 posts

Location: Philadelphia, PA

Posted March 15, 2018

Report post

For anyone that cares that wants to implement this hack and name the ability COVERAGE instead of QUICKNESS.

SET(0x1EE60, 0x434F564552414745B0)

+ Quote



You reacted to this



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted March 15, 2018

Report post

Nice! You are quickly becoming one of my favorite posters to follow [@Atrain400](#). Keep the knowledge coming!

+ Quote Edit Options



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adsc184

Promising Rookie



Members

+ 29

96 posts

Posted March 15, 2018 (edited)

[Report post](#)

On 3/10/2018 at 10:09 PM, SBlueman said:

I second this question.

It is. You just have to change the hex after the jmp (4c) commands to go somewhere else in the rom. Find somewhere in the rom that is a big bunch of xff because there's no data there. It has to be in the same bank though (e.g. x20000 to x2ffff).

For example, the first one is "4C BA BF EA". This says to jump (4c) to location x2bfca. I forget how the pointers work exactly, but there is a pattern to it. I think bf refers to 2bf??, because we're in in the 20000-2ffff bank. ba = ca for some reason. "ea" is the code for "no-op", which i think just tells the processor to do nothing.

(Edit: Forgot perhaps the most important part. It's probably easier to move the no fumbles after td hack because it takes up less space than this one.)

I don't know what the no fumble after td command was originally, but I went with this:

28698:

4C60BFEEAEAE

2BF70:

A5732920D00BA5712910C910F0034C8E864CE886

That moves it to just before this hack, but you'll have to make sure an existing hack you use isn't in that spot. As you can see after the 4c, we have 60bf, which is why the rest of it starts at 2bf70.

Edited March 15, 2018 by adsc184

Quote



You reacted to this



Ian Jones

Promising Rookie



Posted October 1, 2019 (edited)

[Report post](#)

This is likely old and useless info now but just for anyone who might come in and read....TecmoBowlSwede I can say with a good degree of certainty that the conflict with this hack iis coming from the Defense: 4-3 or 3-4 formations hack. When i plug in the Quickness



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36 posts

affects Diving timing hack to that ROM, it behaves exactly the same way - it freezes shortly after the returner gets the ball on the opening kickoff. That specific ROM does not, however, conflict with the return speed hacks, as they were the first things I tried to isolate. I can't say why but it appears that anything to do with altering quickness conflicts with this ROM. With all these hacks going on, it wouldn't be the worst thing in the world if someone were to make a pinned post in the Hacks section enunciating known hack conflicts.

Edited October 1, 2019 by Ian Jones

+ Quote



SBlueman

Tecmo Legend



Members

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1,048 posts

Location: San Jose, CA

Posted October 1, 2019

Report post

The quickness for pass incompletions hack also conflicts with the diving time based on HP hack:



bruddog created a topic in Hacking Documentation

September 30, 2013



Diving time based on HP

This hack changes the dive animation time based on the players HP. The normal dive animation time is 7 frames. This will subtract a frame for every HP notch above 50 up to a minimum of 2 frame. And increase the dive animation ti...



4



18 replies

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Ian Jones

Promising Rookie



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36 posts

Posted October 4, 2019

Report post

[@SBlueman](#) does the qck=dive hack only work for MAN controlled teams? I ran a few CPU vs CPU games (6QCK team vs 100QCK team) with it and couldn't notice much effect on the game

Quote

SBlueman

Tecmo Legend



Members



1,048 posts

Location: San Jose, CA

Posted October 4, 2019

Report post

The person who could give us a definitive answer would be [@bruddog](#). He was the man who discovered this gem and shared it with the community.

Quote Edit Options



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

Ian Jones

Promising Rookie



Members



Posted October 5, 2019

Report post

[@SBlueman](#) yeah I read where he debunked the QCK=Pursuit hack, which was disheartening. I want it to equal SOMETHING besides coverage. Be awesome if it was a rating for how fast a defender reacted to the play that was happening. Like at the beginning of each play, store the byte that is the defender reaction if that offensive play was called, and then let quickness = the amount of time that lapses before he stops doing what the Def play call told him to do and starts behaving as if the defense had called the offense's play. That would be the optimal use of the QCK attribute, IMO

Ian Jones

Promising Rookie



Members



36 posts

Posted October 7, 2019

Report post

Actually, that likely can't work. My bad. Just got done playing around with the playbook editor, and it seems there arent many instances in which players have a true command telling them what to do for the play. Most of the routines outside of pass rush and mirror ball carrier are just percentages of what they might do on a play. So, it would only be feasible for run plays where, after a certain time, you could tell the defender to definitively "Mirror Ball Carrier" but for instances of blown pass coverages, you can only give commands to a defender to cover x 56% of the time, y 30% etc.

On 10/5/2019 at 12:32 PM, Ian Jones said:

Be awesome if it was a rating for how fast a defender reacted to the play that was happening. Like at the beginning of each play, store the byte that is the defender reaction if that offensive play was called, and then let quickness = the amount of time that lapses before he stops doing what the Def play call told him to do and starts behaving as if the defense had called the offense's play. That would be the optimal use of the QCK attribute, IMO

Another disheartening thing I've found is that Qck=Coverage hack is not working properly either. At least not on my ROM. Whenever a ball is intercepted, instead of the defender that caught the ball taking possession, possession of the ball is going directly to the RDE. I can't say definitively that it's an inherent flaw in the hack though, because I have a couple other hacks going on that ROM, most notably the OL/DL Pass Rush hack that it may be conflicting with...and there's no post about which hacks are known to conflict with one another. But i can definitively say that if I take QCK=COV out, the problem ceases.



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