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player attribute probabilities

By konForce, January 7, 2005 in Hacking Documentation

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konForce
Member
●●

K

Members
➕ 1
26 posts

Posted January 7, 2005

Report post ⤳

The section of the ROM around **0x2bee4** controls how the various attributes affect the play. Perhaps this is already known, but I found it while looking to see if PC could be modified to affect interceptions as opposed to PA controlling all the QB's stats. (Short answer is it cannot, because the same instructions load the data.)

0x2be74: Rushing Power (RP)
0x2be84: Running Speed (RS)
x3DFDF to x3DFEE (MS Offense)
x3DFEF to x3DFFE (MS Defense)

See thread for explanation: http://tecmobowl.org/topic/7070-trying-to-explain-the-concept-of-rs-rp-and-ms-to-malferds/

For these take the hex number and convert to decimal and divide by 256.
0x2bee4: Pass Block (APB)
0x2bef4: Kick Block (AKB)
0x2bf04: Fumbles (BC)

See this thread for the explanation on these http://tecmobowl.org/topic/7066-passing-game-ratings/page-2

0x2bf14: Pass Control (PC)
0x2bf24: Receptions (REC)
0x2bf34 Interceptions (INT)

x3DFFF to x3E00E (Hitting Power)

(Edit: Updated list with info from below.)

Each section is 16 bytes long. The first byte is for 06 rated players, the last byte is for 100 rated players. You can easily tell if high values or low values are better by looking at the defaults.

Changing values too dramatically can cause every ball to be intercepted, every tackles to result in a fumble, every pass batted down, etc. The immidate areas before and after this section probably also control other attributes, but I stopped testing.

Also, to change the kicking game:

0x2a7a0: Speed of arrow (KA)
0x2a7b0: Distance of arrow (KA)

 0x2BE54: passing speed

+   Quote

---

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

Moderators

➕ **3,074**
11,466 posts
Location: Ca

Posted January 9, 2005

This is not known. This is super pimp. THis should be fun to experiment with

+   Quote

---

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

Posted January 10, 2005

Somone should set the BC bytes to zero to see if that "turns off" fumbles.

+   Quote

kingsoby1
Tecmo Fanatic
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

K

Members
 20
7,436 posts
Tecmo Titles: 8
Live Long and Prosper

Report post

could be interesting...
potentially practical uses i see: making BC mean something more significant, making REC values more realistic, and making comp% mean more with APB. that seems like it, as i think the PC scale is fine, and i could care less about AKB.
good work, keep it coming 😁

＋　Quote

Championship Victories:
HSTL: s8, s9, s15
TE: s5, s6
MN Tourney Champ: Oct '05, Jan '06
Madison Tecmo II 1st Place
Madison Tecmo III 2nd Place
Madison Tecmo IV 2nd Place
Madison Tecmo VII 3rd Place

core_dump
Promising Rookie
●●●

C

Members
● 0
62 posts

Report post

konForce,
interesting stuff. I have a lot of catching up to do concerning
what has transpired over the past few weeks on the board.
would you be interested in collaborating on tsbultra ?
or on some other merged project ? you definitely
have done a lot of research and it would be nice if
everything were pulled into a single project.
let me know if you're interested.

＋　Quote

konForce
Member
●●

K

Members
➕ 1
26 posts

Report post

My availability will be next to none starting next week, so I doubt I'd be able to do much regarding new projects. I have to finish up a helmet editor that I set aside while looking at playbooks. From there, I'll probably be too busy to be of much assistance, although I'm sure I'll continue on a working playbook editor and could try to answer a few questions now and then.

➕   Quote

Denny
Veteran
●●●●

Members
➕ 4
439 posts

Posted January 13, 2005

Report post

> **konForce said:**
>
> My availability will be next to none starting next week, so I doubt I'd be able to do much regarding new projects. I have to finish up a helmet editor that I set aside while looking at playbooks. From there, I'll probably be too busy to be of much assistance, although I'm sure I'll continue on a working playbook editor and could try to answer a few questions now and then.

Oh man a helmet editor would be sweet! Could you maybe give us more info as to what this helmet editor will be able to do? 😄

➕   Quote

---

partyman6666
Tecmo Legend
●●●●●●

P

Members
➕ 1
1,007 posts
Location: Mass

Posted January 25, 2005

Report post

Rushing Power is at 0x2BE74
Running Speed is at 0x2BE84
I wasn't able to find any attribute definitions of this sort for Maximum Speed....which leads me to believe that it may be calculated via formula somewhere in the rom. I also have not found Hitting power definitions, although I haven't put much effort into finding them for that particular attribute.

➕   Quote

---

kingsoby1
Tecmo Fanatic
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted January 27, 2005

Report post

that's because it's already been proven that MS is reliant upon RS, RP, and a time factor.

➕   Quote

partyman6666

Tecmo Legend
●●●●●●

P

Members
⊕ 1
1,007 posts
Location: Mass

Posted January 27, 2005

Report post

I've really been trying to find out how to shorten FG's without affecting accuracy at all.
I haven't been able to locate in the rom where it specifies how far certain kickers with specified values for Kicking Accuracy can reach a FG from(Formulaic as well?).
So far..the only thing I can think to do to shorten FG's is to drop all kickers on a rom so that they have Kicking accuracy's between 6 and 38, and then adjust the part of the rom where it specifies how fast and how far the ticker moves so that the 6-38 KA kickers have the same values that were formerly assigned to Kickers with 50-81 KA.
The only problem is that a kicker with 6 KA and 6 AKB can still hit an unrealisticly long FG(They can reach a FG where the ball is spotted at the other teams 44 yard line).
If anyone can help out with this, feel free to contribute. This would be an awesome thing to fix.

➕ Quote ♡

partyman6666

Tecmo Legend
●●●●●●

P

Members
⊕ 1
1,007 posts
Location: Mass

Posted January 28, 2005

Report post

I found out a useful bit of information tonight about Field Goals.
It appers that AKB has a hand in determining FG kicking Distance, much to my surprise.
Kick accuracy and Avoid Kick block both appear to affect distance of a FG. The difference between a kicker with 6 for KA/AKB, and that of a kicker with 100 for KA/AKB appears to be about 15 or 16 yards....which makes sense if you figure that your kicker gains a half yard of possible distance to his kick per notch of either KA or AKB.
One interesting thing to note about this, is that tecmo only uses the kickers rating(0,6,13...etc) to determine how far he can kick. It doesn't go to the lookup table that defines what the actual value of 6 KA or 6 AKB means in terms of accuracy or avoiding blocks when it is determining how far your kicker can kick.
I figure that I can shorten the maximum distancs for FG's by about 10 yards by changing the lookup scales for kicker accuracy and avoid kick block so that kickers with ratings of 6-38 for KA/AKB will react the same as kickers on the original scale who have 50-81 for KA/AKB.
The only difference between how these modified kickers will play in game, is that they will have 10 yards less range on their kicks, and as far as their attributes are concerned, they will now have KA and AKB ratings between 6-38.

Example: a kicker with 50 KA/50AKB on the original rom = a kicker with 6 KA/6AKB on the new rom....only he will have 10 yards less range on his kicks, but his ability to aim kick will be exactly the same.

\+ Quote

wendell
Member
● ●

W

Members
● 0
29 posts
Location: Seattle

Posted February 5, 2005

Report post

partyman,
that interesting about the kickers. one thing i've always wondered about is how to decrease the distance of punts. i've decreased KA across the board but i'm still seeing 13 KA guys booming 65 yard punts. any ideas?

\+ Quote

EdibleAntiPerspirant
Veteran
● ● ● ●

Members
● 0
312 posts

Posted July 27, 2005

Report post

Passing speed can be adjusted at 0x2BE54.

\+ Quote

"The government, as I found out, lies. You can tell they're lying by when their lips are moving." -- ✕ ▾ Tommy Chong

Knobbe
Tecmo Godfather
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Founder

🏈 SITE FOUNDER

⊕ 3,242

Posted July 27, 2005

Report post

What exactly does that adjust?

> **EdibleAntiPerspirant said:**
> Passing speed can be adjusted at 0x2BE54.

\+ Quote

Elsewhere ✕ ▾

- @Tecmogodfather
- TecmoSuperBowl Facebook
- Join us on Discord
- Tecmobowl Twitch
- Youtube

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

---

EdibleAntiPerspirant

Veteran
●●●●

Members
● 0
312 posts

Posted July 27, 2005   Report post

It works just like the other attributes, the 16 bytes from 2be54 to 2be63 adjust each increment of PS. The higher the numbers, the faster the passing speed. You can get a huge variation of speeds. If you crank up the values, you can throw the ball of the screen in less than a second. Conversely if you turn them way down, the ball will literally hang in the air for like a minute of game time.

<kbd>+</kbd> Quote

"The government, as I found out, lies. You can tell they're lying by when their lips are moving." -- ✕ ▾
Tommy Chong

---

bruddog

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

Moderators

✚ **3,074**
11,466 posts
Location: Ca

Posted July 27, 2005   Report post

There are actually two separate values to play with. One seuqence of bytes is responsible for the arc of the ball and another for the actual velocity. It doesn't serve much purpose to mess with these as it can start to negatively affect gameplay pretty quickly.

<kbd>+</kbd> Quote

---

kingsoby1

Tecmo Fanatic
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted July 27, 2005   Report post

i wish you could at least attach PA to something... seems like such a waste.

<kbd>+</kbd> Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

➕ 3,074

11,466 posts

Location: Ca

Posted July 27, 2005

Report post

I'm working on adjusting the pass control attributes slightly such that the new Pc scale would equte as follows
Old New
50 50
56
56 63
69
63 75
81
69 88
This allows for a finer resolution when rating qb's. As it stands 81PC is straight up insane even with adjusted DB and WR values. Even 69PC is pretty rediculous.

➕ Quote

kingsoby1

Tecmo Fanatic

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

K

Members

➕ 20

7,436 posts

Tecmo Titles: 8

Live Long and Prosper

Posted July 27, 2005

Report post

i dont think it will make much of a difference... id rather rate them from my knowledge of the game originally... ie 56pc hits targets crossfield most of the time, 50 doesn't.
anyway, can you tie PA to anything at all? like QB fumbling probability or something?

➕ Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Report post ⤴

Unless there was a a way to make PA into BC for QB's it won't have any use.
I've come a long way and realize that 38-63 pc should cover about 99% of all qb's.

➕ Quote

♡

---

averagetsbplayer

Tecmo Legend

●●●●●●

Members

⊕ **141**
1,381 posts
Location: Madison, WI

Posted January 25, 2010

Report post ⤴

It looks the same value that controls QB and PR fumble probability also effects a player's fumble probability after an interception. I'm not sure if it's possible to fumble after a fumble has already occurred during the play.

➕ Quote

♡

Madison Tecmo Tournament - Only 1/2 garbage since 2008   ✕ ▾
2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th
| 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good,
Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team
Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16;
Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio -
2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison -
Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

---

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Posted January 25, 2010

Report post ⤴

That always appeared to be the case...thanks for pointing that out avg.

➕ Quote

♡

bruddog
Down with button mashing

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

Report post

Bumping this thread for buck. I think this is what you were looking for.
[Post made on a Tecmo Super Mobile Device!] mobile.png

+ | Quote

---

buck
DARRELL GREEN

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

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

Report post

> ⌄ **bruddog said:**
>
> Bumping this thread for buck. I think this is what you were looking for.
> *[Post made on a Tecmo Super Mobile Device!]* mobile.png

thanks, but this isn't it. I have all this. What I really need is the "SIM Attribute locations" - where you can set the actual range of yards and stuff for SKP games. Like for example, leading rushers are going for 2900 yards - but adjust the values (that I'm seeking) and you can tweak this max range. I had a hardcopy (printout) of this back in the summer but have since misplaced or lost it when I moved. I have used those locations in the past but never actually made a copy of them...

+ | Quote

"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

---

drunken_honkey
Town Drunk

●●●●●●

Members

Report post

> ⌄ **buck said:**
>
> > ⌄ **bruddog said:**
> >
> > Bumping this thread for buck. I think this is what you were looking for.
> > *[Post made on a Tecmo Super Mobile Device!]* mobile.png

thanks, but this isn't it. I have all this. What I really need is the "SIM Attribute locations" - where you can set the actual range of yards and stuff for SKP games. Like for example, leading rushers are going for 2900 yards - but adjust the values (that I'm seeking) and you can tweak this max range. I had a hardcopy (printout) of this back in the summer but have since misplaced or lost it when I moved. I have used those locations in the past but never actually made a copy of them...

Scroll down active forums and see Bodoms thread on offensive preferences. Second page you link to where you can change that stuff. We just used it to find those in TSB3. Now we have true pass/run offense on field and sims.

[Post made on a Tecmo Super Mobile Device!] mobile.png

➕ Quote 🤍

Hook 'Em!! Whatcha know 'bout them Texas boys!!

Our Rom discussion thread:
http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/

💬 Reply to this topic...

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SBlueman

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player attribute probabilities

By konForce, January 7, 2005 in Hacking Documentation

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

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

Posted January 3, 2012   Report post ⤴

I'm talking about skp. Believe me, the thing I'm looking for is not anywhere.
[Post made on a Tecmo Super Mobile Device!] 🖼mobile.png

➕ Quote   ♥

"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

hurricane55
Tecmo Super Champion
●●●●●

Members
➕ **57**
729 posts

Posted January 3, 2012   Report post ⤴

Buck,
I think know what you are talking about, because i would like to find the same thing. It is a code or byte(s) that give a totla for the pref % to divide up. When i tested the TSB 3 pref %, teams total yards were real similiar, just divided between pass and run differently. If you find it on TSB, please let me know what the code looks like, so i can search for it on TSB 3. If i come across it in my searches of TSB 3, i'll give the you info as well.

➕ Quote   ♥

Location: Taylor, Texas

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

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