



Changing defender during the play?

By keirre21, August 28, 2011 in ROM Editing Discussion

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keirre21

Tecmo Legend



Members

+ 360

2,491 posts

Posted August 28, 2011

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I've been spending more and more time of late sharpening my skills in NCAA Football 2012 and I had an idea (not sure if it has been brought up before). Since the A Button serves no purpose on defense when not engaged in grapples, I was wondering if it would be possible to make a hack where you can change defenders in the middle of a play. At first, I was thinking of a nearest defender switch, like you see in later football games, but that would seem too difficult. On the other hand, I thought that maybe you can cycle through defenders like you can cycle through receivers.

The one big snag, I would see, is the need to grapple. I don't know how gaming logic works, but I guess there would need to be something in the code that would prevent cycling when engaging a defender. Just wondering if this would at all be possible (using either the A,B, start or select buttons).



Quote





Tecmo Psycho

Tecmo Legend



Members

+ 708

2,340 posts

Location: Indianapolis

Tecmo Titles: 5

Posted August 28, 2011

Report post

I don't like the sound of that at all. Not being able to switch defenders is what makes it Tecmo. You take that away it is not even the same type of game on defense. JMO.

+ Quote





RUNNER-UP: Blono Tecmo XV, Blono Tecmo XVI, Midwest Tecmo VIII, and 2018 Cincinnati Championships

THIRD PLACE: Buffalo Bounty IV, Midwest Tecmo IX, Midwest Tecmo X, Midwest Tecmo XI, and 2017 Cincinnati Championships

FINAL FOUR: Detroit Kumite II and Indy Tecmo I

fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted August 28, 2011

Report post

Tecmo Psycho may be right. I do think it would give the defense an enormous advantage and I'm already bad enough on offense. 😊 I'd love to try it out and if someone can create the hack then why not?! I like the idea.

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

+ Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)



hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted August 28, 2011

Report post

Every idea is worth exploring. Even if it ends up not accomplishing what it should, sometimes the collateral effects can be used. We found out how to color the field with the home teams unies by accident when trying something else entirely out, and that enhanced our visuals ten fold. Same thing with the background during team select. I could see some use if it were done with some thought, like after the ball has crossed the line of scrimmage, after the completion, or on kick coverage. If it is not accesable right away, then you still get "punished" for selecting the wrong guy on the play, and having to play catch up.

+ 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>



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted August 28, 2011

Report post

Don't let any idea get poopood.

Of course I see the problem of thinking you are close enough for a dive tackle but then it switches on you, but I wonder if it could be switched to the start button after the snap.

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted August 28, 2011

Report post

Just when you thought you had all the answers, they change the questions!

243949.jpg?2

This would be interesting to see....if it could actually be implemented is another story.

+ Quote



Elsewhere



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- [Youtube](#)

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

buck

DARRELL GREEN

Posted August 29, 2011

Report post

when is the "quick kick" hack going to happen? before snap, press SELECT for QB to "quick



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

punt" the ball.

but seriously, I think a feasible hack would be to make COM Defenders NOT DIVE so damn much. Like SNES defenders.

+ 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](#)

cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted August 30, 2011

Report post

I toyed with this idea a few years ago. I got stuck on reassigning an ai script to the player that was vacated, so it ended up just continuing to do whatever I was doing before I switched. Its very rough (...it'll let you switch while you're the ball carrier), but here's the rom. Select will cycle to the next player after the ball has been snapped.

[change.zip](#)

+ Quote



keirre21

Tecmo Legend



Members

+ 360

2,491 posts

Posted August 30, 2011

Report post

cxrom said:

I toyed with this idea a few years ago. I got stuck on reassigning an ai script to the player that was vacated, so it ended up just continuing to do whatever I was doing before I switched. Its very rough (...it'll let you switch while you're the ball carrier), but here's the rom. Select will cycle to the next player after the ball has been snapped.

Select works the kickoff (while returning) and totally screws up the game. But it doesn't seem to work on defense

+ Quote





TSBGOD

TSBGODDDDDDDDD



Members

+ 141

2,057 posts

Posted March 25, 2016

Report post

Although it would change the whole concept of Tecmo...I really think this would be one of greatest hacks ever. Tecmo is an offensive juggernaut and this would maybe make it a lot more level playing field. Tough to see this possible though. Insane!

+ Quote





keirre21

Tecmo Legend



Members

+ 360

2,491 posts

Posted March 26, 2016

Report post

If one of the great hackers put their mind to it, I'm sure this could be done. Maybe not 5 yrs ago but now, definitely .

Everyone talks about it changing the game but over these last 4-5 years most of the hacks done never see the light of day anyways

+ Quote





toolie

Tecmo Legend



Mods: HSRL

+ 2,808

4,263 posts

Location: Michigan

The Boogedy Man Walked All Over Me!

Posted March 26, 2016

Report post

I think it would give good tappers more of an advantage. Kind of like how everyone in the matrix is a possible agent, now every drone on your opponents squad is an elite tapper!

+ Quote

2



segathonsov and Coconuts reacted to this



HSTL Three-Peat: Seasons 25, 26, & 27



HSRL 1970 Champion

[Play through adversity...](#)

Coconuts

Tecmo Legend



Posted March 26, 2016

Report post

Not a particularly great idea IMHO. You want to switch defenders during the play, go play



Madden.

+ Quote



2.0

+ 992

2,120 posts

Location: Oshkosh, WI

Tecmo Titles: A few..

Nature Boy

keirre21

Tecmo Legend



Members

+ 360

2,491 posts

Posted March 26, 2016

Report post

On 3/26/2016 at 8:19 AM, toolie said:

I think it would give good tappers more of an advantage. Kind of like how everyone in the matrix is a possible agent, now every drone on your opponents squad is an elite tapper!

Actually this would help poor tappers more because once you get tossed from an iso grapple you can grab the the nearest drone to engage a ball carrier with more help along the way.

+ Quote

↑ 2

toolie and segathonsov reacted to this





bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted March 26, 2016

Report post

The real problem becomes what "action" to assign the player you just vacated. This becomes a problem if you have to cycle through most of the team to get to the player you want.

+ Quote

↑ 2



segathonsov and toolie reacted to this

buck

DARRELL GREEN



Posted March 26, 2016

Report post

OT: I still think that a pre snap Timeout would be the best hack. all these others are trivial and non TSB.



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

+ 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](#)

manYo

Tecmo Legend



Members

+ 6,357

1,920 posts

Posted March 27, 2016

Report post

this would be like changing all the pawns in a game of chess into bishops, rooks, etc..... and it's in the pawn game (ie the drone game) where some of the deeper artistry of tecmo is played.

+ Quote

1

segathonsov reacted to this



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SBlueman

