



Changing the amount of time for grapples

[Follow](#) 0By bruddog, June 24, 2010 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**bruddog**

Down with button mashing



Posted June 24, 2010

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That location is x284F0 and default is x40.

If you change it to 01 there would be mostly instant tackles.



Moderators

+ 3,074

11,466 posts

Location: Ca

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DARRELL GREEN



Posted June 24, 2010

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2 more questions along this line:

1. Drone grappling time?
2. Get-up from knockdown time?



Members

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6,332 posts

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

Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted June 24, 2010

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Don't know. I was just reposting this information so it's easier to find.

+ Quote



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted June 29, 2010

Report post

So grapples are never shorter or longer depending on the difference in number of presses between the players..ie. a big difference causes the grapple to end faster?

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AIM = bgboud2

bruddog

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Moderators

+ 3,074

Posted June 30, 2010

Report post

Correct they aren't shorter or longer....unless the game glitches and you get caught in the never-ending grapple with with computer after a catch.

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11,466 posts

Location: Ca

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 30, 2010

Report post

Nice, shit, dude. So this is like the popcorn meter?

+ Quote



bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted December 15, 2011

Report post

What's the feasibility of a hack where the time changes based on HP difference?
I would like something where HP difference of <31 results in a normal grapple, while ≥ 31 results in a grapple that takes half the time.

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AIM = bgboud2



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted December 15, 2011

Report post

^ Interesting.

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TeBowl_Time

Promising Rookie



Members

+ 11

46 posts

Posted January 21, 2012

Report post

Does anyone know where the drone vs drone grapple time byte is?

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bgboud2

Tecmo Legend



2.0

+ 577

3,579 posts

Location: Irving, TX

Posted January 21, 2012

Report post

It's been posted somewhere else that drone vs. drones grapples don't work the same, so there probably isn't a single byte like this one.

+ Quote



AIM = bgboud2

sigs.php?player=bgboud2



TeBowl_Time

Promising Rookie



Members

+ 11

46 posts

Posted January 21, 2012

Report post

✓ **bgboud2 said:**

It's been posted somewhere else that drone vs. drones grapples don't work the same, so there probably isn't a single byte like this one.

Ah damn 😊

+ Quote



Knobbe

Tecmo Godfather



Posted August 20, 2014

Report post

✓ **On 6/24/2010 at 11:54 AM, bruddog said:**

That location is x284F0 and default is x40.
If you change it to 01 there would be mostly instant tackles.





Founder



+ 3,244

17,597 posts

Tecmo Titles: 1
Founder of T-Borg

Approximately how long is x40?

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

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 20, 2014

Report post

40 in decimal = 64= 64 frames= ~1 second

+ Quote

1

Knobbe reacted to this



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Posted August 20, 2014

Report post

On 8/20/2014 at 10:34 AM, bruddog said:

40 in decimal = 64= 64 frames= ~1 second

I can tell you that FF frames is a Tecmo eternity






+ Quote



Elsewhere



Tecmo Titles: 1
Founder of T-Borg

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

bruddog

Down with button mashing



Moderators

+ 3,074


11,466 posts

Location: Ca


Posted August 20, 2014

Report post 

Yes that would be too long.....

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