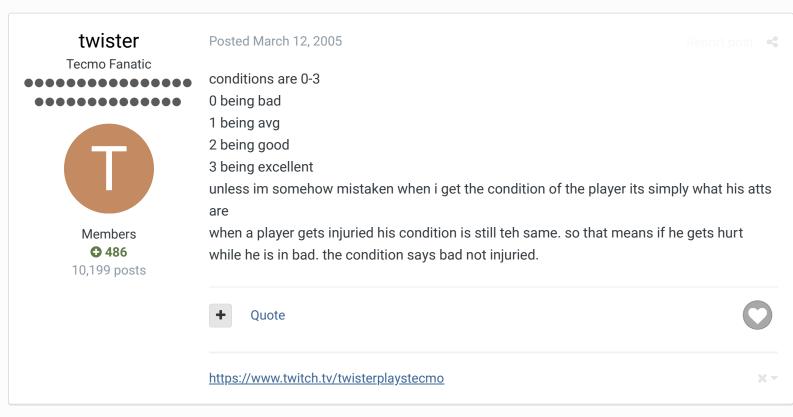


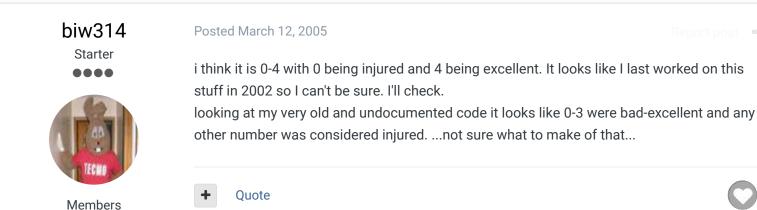
• 3
249 posts

Location: Connecticut



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





twister
Tecmo Fanatic
well im not sure how you get any other number?
4 is the base value

Quote

"for us, el guapo is a big dangerous guy that wants to kill us"



Members **Q** 486

10,199 posts



twister

Tecmo Fanatic





Members **Q** 486 10,199 posts

Posted March 14, 2005

snatches was nice enough to show me so ill show anyone else who is intersted home team is at 0x500 and away is at 0x605 read in 3 bytes for the 12 offensive players convert to binary so 0C 00 00

turns into 0000 1100 0000 0000 0000 0000 the numbers are then broken up into sets of 2

00 = not injured

01 = probable return

11 = questionable

10 = doubtful

01 10 11 = injured

and it goes in order from qb1-te2 going by the above set of data

it shows that RB1 is INJURED and is quesntionble for his return that is all



Quote



https://www.twitch.tv/twisterplaystecmo

## SilviaTarmack

Tecmo Legend



Members **O** 12

Posted March 15, 2005

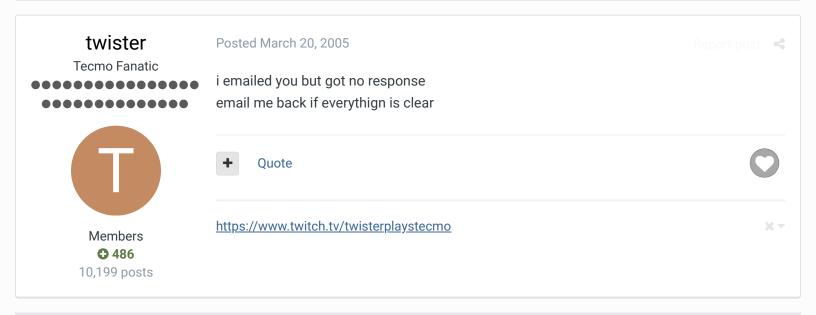
what is the addy for conditions then? i don't find this anywhere on the boards.

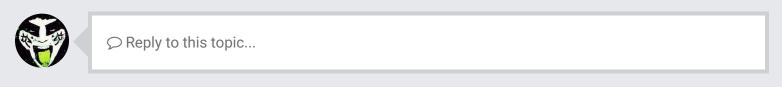


Quote



take your clothes off!







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