



Offensive Preference

By Bodom, February 4, 2011 in [Hacking Documentation](#)

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Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 4, 2011

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I can almost swear this info was discussed somewhere, but I can't find it.
Does anyone know the % chance that a run/pass play will be called based on O-pref?
Heavy Rush vs. Rush vs. Pass vs. Heavy Pass

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BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted February 6, 2011

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▼ **Bodom18 said:**

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too late now, we already drafted. though this info would have been helpful before.

[+ Quote](#)

"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 6, 2011

Report post

More important, I think, is the playbooks and # of runs available to the team RBs. Also important that only a few people really know about, is the original QB / WR Priority Pass %. Playbooks make all the difference in the world.

+ Quote



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Heavy Rush vs. Rush vs. Pass vs. Heavy Pass

too late now, we already drafted. though this info would have been helpful before.

No, I know. I posted this after we drafted. I wanted this info for something else.

Maynard_G_Krebs said:

More important, I think, is the playbooks and # of runs available to the team RBs. Also important that only a few people really know about, is the original QB / WR Priority Pass %. Playbooks make all the difference in the world.

I was trying to use this info for when you're playing against the computer, not SKP games. Which leads me to my next question....offensive preference does play a part in COM games, right? Not just SKP simulations....

I think what I'm going to do is run 2 full seasons out. One all teams on COM, the other all teams on SKP. Set 7 teams to Heavy Pass, 7 teams to Balanced Pass, etc.... Then record the Run/Pass percentages to get a range.

+ Quote



Bodom

Tecmo Legend



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Location: Boston MA

Posted February 9, 2011

Report post

Here's the first half of the testing. I know this is common knowledge that 'heavy rush' teams will rush more (Capt. Obvious!), but I wanted to get an idea of percentages and ranges. SKP season - Original 28 team ROM. 7 teams were set to each (Heavy Rush, Balanced Rush, Balanced Pass, Heavy Pass).

Heavy Rush Teams

....	Rush	Pass	Plays	Rush %	Pass %	W - L
Tm 1	247	163	410	60%	40%	10-6
Tm 2	262	170	432	61%	39%	9-6-1
Tm 3	243	174	417	58%	42%	9-7
Tm 4	237	174	411	58%	42%	8-8
Tm 5	256	190	446	57%	43%	7-9
Tm 6	251	171	422	59%	41%	4-12
Tm 7	281	177	458	61%	39%	8-7-1
TOT	1,777	1,219	2,996	59%	41%	-
AVG	254	174	428	59%	41%	-

Range: 57 - 61% Rush.

Balanced Rush Teams

...	Rush	Pass	Plays	Rush %	Pass %	W - L
Tm 1	217	170	387	56%	44%	9-7
Tm 2	194	200	394	49%	51%	9-7
Tm 3	223	205	428	52%	48%	9-7
Tm 4	225	189	414	54%	46%	8-8
Tm 5	248	193	441	56%	44%	7-8-1
Tm 6	230	186	416	55%	45%	7-9
Tm 7	211	188	399	53%	47%	5-11
TOT	1,548	1,331	2,879	54%	46%	-
AVG	221	190	411	54%	46%	-

Range: 49 - 56% Rush.

Interesting note that 1 team actually passed more.

Balanced Pass Teams

...	Rush	Pass	Plays	Rush %	Pass %	W - L
Tm 1	186	212	398	47%	53%	14-2
Tm 2	201	211	412	49%	51%	11-5
Tm 3	193	217	410	47%	53%	10-6
Tm 4	186	207	393	47%	53%	7-9
Tm 5	215	239	454	47%	53%	6-10
Tm 6	197	209	406	49%	51%	6-10
Tm 7	172	244	416	41%	59%	4-12
TOT	1,350	1,539	2,889	47%	53%	-
AVG	193	220	413	47%	53%	-

Range: 51 - 59% Pass. More than half were 53%. Team 7 (Patriots) was on the higher side and passed more than one of the 'Heavy Pass' teams. Wondering if this was due to their 4-12 record?

Heavy Pass Teams

...	Rush	Pass	Plays	Rush %	Pass %	W - L
Tm 1	161	213	374	43%	57%	15-0-1
Tm 2	155	242	397	39%	61%	11-5
Tm 3	145	253	398	36%	64%	9-7
Tm 4	155	231	386	40%	60%	6-10
Tm 5	136	276	412	33%	67%	5-11
Tm 6	142	251	393	36%	64%	5-11
Tm 7	171	256	427	40%	60%	4-12
TOT	1,065	1,722	2,787	38%	62%	-
AVG	152	246	398	38%	62%	-

Range: 57 - 67% Pass. Team 1 (49ers) was on the low side, possibly because of the undefeated record. Not sure if Tecmo thinks like that in SKP mode...

I actually thought the "heavy" teams would be higher in their respective plays, like up near the 70% range, but it looks like it's a bit more balanced.

I plan to run out the same season with every team on COM and see how it compares to this.

+ Quote



BO FB Offtackle Left

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Don't bother testing com, offensive preference affects skp mode only. In com games the play selection is random.

+ Quote



1

gibson12 reacted to this



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



fatcheerleader

COA of NE (1991)



Posted February 10, 2011

Report post

BO FB Offtackle Left said:

Don't bother testing com, offensive preference affects skp mode only. In com games the play selection is random.



Members

+ 111

2,697 posts

Location: Washington DC

In all COM games? So it's random in COM vs COM and in MAN vs COM? What about MAN vs SKP?

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

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



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 10, 2011

Report post 

✓ BO FB Offtackle Left said:

Don't bother testing com, offensive preference affects skp mode only. In com games the play selection is random.

FALSE



+ Quote



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

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Bodom

Tecmo Legend



Members

+ 876

Posted February 10, 2011

Report post 

What kind of bear is best?

FALSE! Blackbear.

I'm 15 weeks through a COM vs COM season anyways...thank God for FCEUX Turbo Speed. I'm too curious not to test it out.

+ Quote



3,912 posts

Location: Boston MA

fatcheerleader

COA of NE (1991)



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▼ **Bodom18 said:**

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Good because this place is dead and we need something to read! If not for Tags league... yikes. Football just ended and the tumbleweed is already rollin. 😊

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What kind of bear is best? FALSE! Blackbear.

Bears beat Battlestar Galactica

+ Quote



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Good because this place is dead and we need something to read! If not for Tags league... yikes. Football just ended and the tumbleweed is already rollin. 😊

That's what I'm saying. Odds are, there's maybe 3 people that care about this thread. Maybe. I'm probably overshooting that number. But I should have the COM vs. COM results tonight to determine if preference does play a part in COM games and how it compares to SKP numbers.

The only thing that may throw this off, that I just thought of, is QB rushes. Obviously if a team doesn't have any QB rushing plays, I will add the QB rushes to 'picked pass plays'. But for teams that do have QB rushes such as Philly and the Motor City, I'll never know if the COM picked a run or pass for those attempts. SOMETHING I SHOULD HAVE THOUGHT OF BEFORE I GOT 15 WEEKS IN! Ah well...

+ Quote



Bodom

Tecmo Legend

Posted February 10, 2011

Report post



Members

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Location: Boston MA

fatcbeerleader said:

Bears beat Battlestar Galactica

Beets - Bears - Battlestar Galactica



+ Quote

1

AZcactus reacted to this

buck

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I promise that offensive preference does "weight" COM play selection - of course, like EVERYTHING in TSB, there is randomness to it. I've experimented with it and you can also change the "amount" of the weightings....like in my ROMs, "Heavy Run" or "Heavy Pass" is actually HEAVY-ER than in the original.

+ Quote

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Posted February 10, 2011

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I figured it did. And this is actually what I was getting at. I was curious as to the % chance a team would call a run or pass based off this preference and if it could be adjusted to be more balanced or heavy.

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I figured it did. And this is actually what I was getting at. I was curious as to the % chance a team would call a run or pass based off this preference and if it could be adjusted to be more balanced or heavy.

I don't think I have my reference notes with me (will check my thumbdrive in a bit), but I will get you the HEX locations later on.



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

Posted February 10, 2011

Report post

<http://tecmobowl.org/topic/10511-heavier-weighting-of-com-runpass-ratio/#p94344>

specifically - >

So, to make a "1=Heavy Rush" run "more", increase the number at 0x018AB1. Likewise, to make a "3=Heavy Pass" pass more, increase the number at 0x018AE7.

AND MY FINDINGS

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Since I was focusing on the 1 and 3 levels, that's all I'll report here. I found that a value of xC0 causes a play ratio of 70% to 30%...which is what I was shooting for. Values higher (up to FF) will result in "whatever" being called at an even higher percentage.

In summary:

Teams with a "1 (heavy rush)" and "C0" results: 209 plays = 147 runs + 62 passes => around 70% run.

Teams with a "3 (heavy pass)" and "C0" results: 149 plays = 107 passes + 42 runs => around 71% pass.

I actually sat and watched COM v COM games and wrote down if the play picked was a run or pass!

+ Quote



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

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Location: Boston MA

Posted February 10, 2011

Report post

✓ buck said:

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Thanks, buck. This is helpful.

And to your point above - I think you actually do have to sit and watch because I also just realized that my previous test is off by 'sacks taken'. Which won't show up as 'pass attempts', but should be counted towards them. So the % I listed above are slightly inaccurate.

+ Quote



Knobbe

Tecmo Godfather



Posted February 10, 2011

Report post

✓ Bodom18 said:

✓ buck said:



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

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This would seem logical that this bit would control the com as well as the skp given that you would want/need to assign this value anyway.



Quote



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

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I actually sat and watched COM v COM games and wrote down if the play picked was a run or pass!

THANK YOU! I will use this info for my next college rom as you find offenses with a higher percentage of running/passing in the NCAA compared to the NFL. I love this find. You rock.



Quote



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



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 10, 2011

Report post

Excellent info in this thread! :thumbsup:



Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 10, 2011

Report post

This is where the play by play scouter would come in handy...its grinding along towards a version I feel is complete enough for release.



Quote



Bodom

Tecmo Legend



Members

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3,912 posts

Location: Boston MA

Posted February 17, 2011

Report post

Just finished up the COM vs COM testing and the results were almost exact. So O-Pref matters in both SKP and COM and has the exact affect. Will post the results tomorrow. Here's the spreadsheet if anyone wants to wade through my statistical mess.

[OFF PREF.xls](#)



Quote

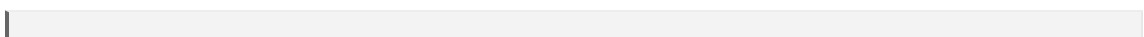


buck

DARRELL GREEN

Posted February 17, 2011

Report post





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I told you this shit last week.

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That you did. I wanted to see exactly how close it was.

+ Quote



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Report post

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SKP season - Original 28 team ROM. 7 teams were set to each (Heavy Rush, Balanced Rush, Balanced Pass, Heavy Pass).

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 Tm 6 251 171 422 59% 41% 4-12
 Tm 7 281 177 458 61% 39% 8-7-1
 TOT 1,777 1,219 2,996 59% 41% -
 AVG 254 174 428 **59%** 41% -

Range: 57 - 61% Rush.

Balanced Rush Teams

...	Rush	Pass	Plays	Rush %	Pass %	W - L
-----	------	------	-------	--------	--------	-------

Tm 1 217 170 387 56% 44% 9-7
 Tm 2 194 200 394 49% 51% 9-7
 Tm 3 223 205 428 52% 48% 9-7
 Tm 4 225 189 414 54% 46% 8-8
 Tm 5 248 193 441 56% 44% 7-8-1
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 TOT 1,548 1,331 2,879 54% 46% -
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Range: 49 - 56% Rush.

Interesting note that 1 team actually passed more.

Balanced Pass Teams

...	Rush	Pass	Plays	Rush %	Pass %	W - L
-----	------	------	-------	--------	--------	-------

Tm 1 186 212 398 47% 53% 14-2
 Tm 2 201 211 412 49% 51% 11-5
 Tm 3 193 217 410 47% 53% 10-6
 Tm 4 186 207 393 47% 53% 7-9
 Tm 5 215 239 454 47% 53% 6-10
 Tm 6 197 209 406 49% 51% 6-10
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 TOT 1,350 1,539 2,889 47% 53% -
 AVG 193 220 413 47% **53%** -

Range: 51 - 59% Pass. More than half were 53%. Team 7 (Patriots) was on the higher side and passed more than one of the 'Heavy Pass' teams. Wondering if this was due to their 4-12 record?

Heavy Pass Teams

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 Tm 4 155 231 386 40% 60% 6-10
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TOT 1,065 1,722 2,787 38% 62% -

AVG 152 246 398 38% **62%** -

Range: 57 - 67% Pass. Team 1 (49ers) was on the low side, possibly because of the undefeated record. Not sure if Tecmo thinks like that in SKP mode...

I actually thought the "heavy" teams would be higher in their respective plays, like up near the 70% range, but it looks like it's a bit more balanced.

I plan to run out the same season with every team on COM and see how it compares to this.

So the numbers were very similar when played out COM vs COM.

Heavy Rush averaged 58% runs. Range 55 - 62%.

Balanced Rush averaged 54% runs. Range 49 - 57%.

Balanced Pass averaged 55% passes. Range 50 - 60%.

Heavy Pass averaged 62% passes. Range 55 - 66%.

✓ **buck said:**

I promise that offensive preference does "weight" COM play selection - of course, like EVERYTHING in TSB, there is randomness to it.

This statement pretty much sums it up. There was some randomness as one of the Balanced Rush teams actually passed more (51%) but for the most part, the averages remained accurate.

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SBlueman



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This still doesn't answer the question of COM Bo Jackson VS. SKP Bo Jackson

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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 February 18, 2011

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not sure what the difference between SKP and COM BO (never paid attention), but BO only has 2 plays.

TEAM = raiders SimData=0x7c1, OFFENSIVE_FORMATION = 2RB_2WR_1TE



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

PLAYBOOK R2235, P3873

QB1, jay SCHROEDER, Face=0x11, #13, 25, 69, 13, 13, 69, 31, 44, 63 , [2, QB2, steve BEUERLEIN, Face=0x10, #7, 25, 69, 13, 13, 44, 38, 31, 38 , [2, RB1, bo JACKSON, Face=0x9a, #34, 38, 69, 75, 31, 81, 19 , [12, 1, 9, 0] RB2, marcus ALLEN, Face=0x8b, #32, 38, 69, 56, 25, 50, 31 , [6, 3, 9, 2] RB3, steve SMITH, Face=0x8d, #35, 44, 69, 25, 50, 50, 31 , [5, 3, 7, 0] RB4, greg BELL, Face=0xa6, #28, 44, 69, 31, 38, 50, 19 , [4, 1, 7, 0] WR1, mervyn FERNANDEZ, Face=0x86, #86, 38, 69, 50, 13, 63, 63 , [1, 6, 11 WR2, willie GAULT, Face=0x84, #83, 44, 69, 63, 13, 50, 56 , [1, 5, 13, 16 WR3, tim BROWN, Face=0xb0, #81, 44, 69, 56, 13, 50, 50 , [5, 4, 10, 2] WR4, sam GRADDY, Face=0xcb, #85, 44, 69, 63, 13, 50, 19 , [1, 2, 13, 2] TE1, ethan HORTON, Face=0xc0, #88, 25, 69, 44, 50, 50, 44 , [5, 4, 9, 6] TE2, mike DYAL, Face=0x1e, #84, 25, 69, 19, 38, 50, 25 , [1, 1, 12, 0]



Quote



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

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✓ **Rod Woodson said:**

This still doesn't answer the question of COM Bo Jackson VS. SKP Bo Jackson

Sure it does....

Original TSB - no changes to playbooks or preference.

SKP: 121 rush, 1333 yds, 11.0 avg, 15 TD, 1 rec, 55 yds, 1 TD

COM: 123 rush, 1941 yds, 15.7 avg, 21 TD, 12 rec, 312 yds, 3 TD

Much better as COM.



Quote



buck

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you should take an average of at least 3 seasons worth of stats.

Alright, now you guys are pushing it. But you know I have to now! You know what's funny though....that's how I prepared for the "sim fantasy league". Took averages from 3 simmed seasons. All for a 4-2 record!

Rod Woodson - 1 season sample:

SKP: 0 sacks, 6 INT, 0 TD

COM: 0 sacks, 6 INT, 0 TD



Quote



Bodom

Tecmo Legend

Posted February 18, 2011

Report post



Members

+ 876

3,912 posts

Location: Boston MA

quote= said:

Bodom18 said:

Rod Woodson said:

This still doesn't answer the question of COM Bo Jackson VS. SKP Bo Jackson

Sure it does....

Original TSB - no changes to playbooks or preference.

SKP: 121 rush, 1333 yds, 11.0 avg, 15 TD, 1 rec, 55 yds, 1 TD

COM: 123 rush, 1941 yds, 15.7 avg, 21 TD, 12 rec, 312 yds, 3 TD

Much better as COM.

you should take an average of at least 3 seasons worth of stats.

3 season average...

SKP: 114 rush, 1225 yds, 10.7 avg, 12 TD, 2 rec, 68 yds, 1 TD

COM: 120 rush, 1921 yds, 16.0 avg, 20 TD, 12 rec, 301 yds, 2 TD

and I assume a MAN season would look something like....

MAN: 240 rush, 16,000 yards, 146 TD, 0 rec, 0 yds, 0 TD

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted February 18, 2011

Report post

Bodom18 said:

Alright, now you guys are pushing it. But you know I have to now! You know what's funny though....that's how I prepared for the "sim fantasy league". Took averages from 3 simmed seasons. All for a 4-2 record!

I ate three stouffer's pizzas

+ Quote



Elsewhere



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- [Tecmobowl Twitch](#)
- [Youtube](#)

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

fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted July 2, 2011

Report post

fatcheerleader said:

buck said:

So, to make a "1=Heavy Rush" run "more", increase the number at 0x018AB1.

Likewise, to make a "3=Heavy Pass" pass more, increase the number at 0x018AE7.

Teams with a "1 (heavy rush)" and "C0" results: 209 plays = 147 runs + 62 passes => around 70% run.

Teams with a "3 (heavy pass)" and "C0" results: 149 plays = 107 passes + 42 runs => around 71% pass.

I actually sat and watched COM v COM games and wrote down if the play picked was a run or pass!

THANK YOU! I will use this info for my next college rom as you find offenses with a higher percentage of running/passing in the NCAA compared to the NFL. I love this find. You rock.

Bodom/Buck, did either of you ever finish this project? If you have it would save me some math and the ever so fun trial and error work. I know you were just interested in 1 and 3 and I am too for something I'm working on for a buddy of mine. He wants to play against the COM and have them either run 100% of the time or pass 100% of the time. I told him to just play Turd's 32 team Tecmo Bowl rom and tweak it so that teams only have all-run or all-pass playbooks but he likes TSB better. I guess I could noodle this out if 70% is "C0" then 100% would be...

+ Quote



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

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted July 2, 2011

Report post

fatcheerleader said:

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buck said:

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Tecmo Titles: Lincoln V
(2015)

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.....

I guess I could noodle this out if 70% is "CO" then 100% would be...

FF. and take the 70% with a grain of salt.

+ 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](#)

fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted July 2, 2011

Report post

✓ buck said:

FF. and take the 70% with a grain of salt.

Thanks! That's funny because I figured I'd start there and work backwards. My math is probably off and I don't get all this editing stuff but if C0=70% and FF=100% then how is that right when there are 64 values between C0 and FF. Not doubting you, I'm just asking. Thanks again. 😊

[Post made on a Tecmo Super Mobile Device!]

+ Quote



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



buck

DARRELL GREEN

Posted July 2, 2011

Report post



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Wtf fats. You know the location, you heard some trials, you know how to rin a emulator. make a move and try it out. Peace.

EDIT on home PC...

what I'm saying is - quit asking questions that we can't answer. The single location is confirmed, you should know from watching all these COM v COM games that a "heavy rush" will sometimes pass 4 times in a row - so take my trials with a grain of salt.

C0 = 192. FF = 255.

192/255 = 0.75 that's pretty close to 70%, considering the random (sometimes "wack" nature of TSB)

if your friend wants 'all rush' or 'all pass', then change the location in question to FF. peace x2.

[Post made on a Tecmo Super Mobile Device!]

+ 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](#)

fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted July 3, 2011

Report post

▼ buck said:

Wtf Fats. what I'm saying is - quit asking questions that we can't answer.

▼ buck said:

You know the location, you heard some trials, you know how to rin a emulator. make a move and try it out.

How do I know you (or someone else) don't know the answer?!! I read both threads but it doesn't say you don't. Also, you or someone else may have everything mapped out already and that's what a community like this is for to share information. I was considering mapping it all out and then sharing that with everyone on here and I don't mind doing the work but why do it if someone else already has?

▼ buck said:

you should know

Don't ever assume I know anything. You of all people should know that about me by now. And, I still don't understand half the editing threads I read around here including the two we're discussing.

▼ buck said:

peace x2

ditto



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 3, 2011

Report post

well, the evidence is there. there's nothing new to "map" regarding this. I experimentally determined that C0 gave around 70%. Doing the "math", C0 should give 75%. FF *should* give 100%. what else do you need to know?

if you want 80%, then multiply 255 by 0.8. then convert that number to hex. $255 \times 0.8 = 204$, $204 = CC$ in hex.

if you want 90%.... $255 \times 0.9 = 229 = E5$ in hex.

60%... $255 \times 0.6 = 153 = 99$ in hex.

It should be a linear mapping.

	A	B	C	D	E
1	%	% x 255		hex conversion	
2	0.5	127.5		7F	
3	0.55	140.25		8C	
4	0.6	153		99	
5	0.65	165.75		A5	
6	0.7	178.5		B2	
7	0.75	191.25		BF	
8	0.8	204		CC	
9	0.85	216.75		D8	
10	0.9	229.5		E5	
11	0.95	242.25		F2	
12	1	255		FF	

THE INFORMATION

this is for COM-controlled teams

So, to make a "1=Heavy Rush" run "more", increase the number at 0x018AB1.

Likewise, to make a "3=Heavy Pass" pass more, increase the number at 0x018AE7.

Teams with a "1 (heavy rush)" and "C0" results: 209 plays = 147 runs + 62 passes => around 70% run.

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I actually sat and watched COM v COM games and wrote down if the play picked was a run or pass!

fatcheerleader said:

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Wtf Fats. what I'm saying is - quit asking questions that we can't answer.

buck said:

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you should know

Don't ever assume I know anything. You of all people should know that about me by now. And, I still don't understand half the editing threads I read around here including the two we're discussing.

▼ buck said:

peace x2

ditto

+ Quote



bruddog reacted to this



"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](#)

fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted July 3, 2011

Report post

Buck, thanks for all your help. I really appreciate it. I did what you said and it worked perfectly. 😊

I did three seasons with the Cowboys at Heavy Rush with "FF" on Knobbe's 2009 NFL rom. Here are the results...

Season 1: 455 runs, 25 passes = 455/480 = .948 = 95% Run

Season 2: 419 runs, 27 passes = 419/446 = .939 = 94% Run

Season 3: I can't determine an accurate answer with the 255 carry limit but with 2,860 yards rushing and Romo only having 36 attempts it's close enough.

Tono Romo

21 of 25, 16 of 27, 25 of 36 = 62 of 88 in 3 years 😊

Jon Kitna

0 of 0, 3 years combined

*Just imagine the epic whining that would happen with typical NFL WR corps if they only got 30 passes a season?! 😊

Marion Barber

187 carries, 1386 yds, 7.3 avg, 10 tds (2 run plays)

214 carries, 1564 yds, 7.3 avg, 16 tds (2 run plays)

255 carries (think that's the limit), 2860 yards, 11.2 avg, 21 tds (4 run plays) 😊

Felix Jones

194 carries, 1127 yds, 5.8 avg, 9 tds (2 run plays)

191 carries, 1309 yds, 6.8 avg, 12 tds (2 run plays)

0 carries in Season 3 (0 run plays, 0 injuries)

Tashard Choice

74 carries, 489 yds, 6.6 avg, 5 tds

14 carries, 46 yds, 3.2 avg, 2 tds

0 carries in Season 3 (0 run plays, 0 injuries)

Deon Anderson and Tony Romo had zero carries in three seasons.

Season 1

DAL (10-6) beat WAS 17-14 in the 1st Rd. DAL ran it 36 times for 272 yards and Romo went 1 for 1 for 44 yards and a TD. 😞 (too bad this ain't real!)

DAL lost to MIN (14-2) in the NFC Championship. DAL ran it 22 for 143 and Romo went 1 for 1 for 32 yards.

Problem was, MIN was also Heavy Rush with AP! MIN ran it 23 times for 265 yards, AP did 20 of those for 246. Favre never threw a pass! (or int)

Season 2

DAL went 8-8, no playoffs

Season 3

DAL went 7-8-1, no playoffs

+ 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 December 31, 2011

Report post



JUST AN UPDATE. Don't know if this value was found on TSB 3 Rom, but i did some CSI stuff using the info from this thread, so wanted to post the TSB 3 Find i made,

The code is very similiar, except for some jumpers and pointers, but tested and verified.

the sim value needs to be changed at the three style locations, x16094 32 bytes(All pro's last 2), x1def59, x1def83. first one controls on field, the other not sure what they control yet.

To Change Pref % of:

01---x26e8a xx value higher for more runs.

02---x26ea7 xx value higher for more passes.

03---x26ec4 xx value higher for more passes.

Didn't find 00, or maybe it is written differently. But these 3 at least give great controls of team styles. 00 is balanced run anyways, so that wouldn't need to be changed.

Also, the pointers are right above at x2638a. in order of 01-03. Also noticed the coding slightly different in the string after % control byte. May be how the number is calculated which would explain how the 01 higher = run more. and the other 2 similiar strings higher = pass more.

One last note, the game doesn't use the style byt on third down. I think it actually does a down and distance check, because ff pass team would run on third and short, and run ff

would pass on third and long. Will experiment to see if i can find this control as well. Might be somewheres near all the fake punt and etc % calculations.
Get ready for some air raid offense baby

+ 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>

drunken_honkey

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

Posted January 3, 2012

Report post

Bump for buck?

[Post made on a Tecmo Super Mobile Device!]

+ Quote



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



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 3, 2012

Report post

drunken_honkey said:

Bump for buck?

[Post made on a Tecmo Super Mobile Device!]

thanks anyways, but if you read through this thread, you'll see that I'm all over it.

+ 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](#)

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 7, 2014

Report post

On 7/3/2011 at 10:37 AM, buck said:

this is for COM-controlled teams

So, to make a "1=Heavy Rush" run "more", increase the number at 0x018AB1.

Likewise, to make a "3=Heavy Pass" pass more, increase the number at 0x018AE7.

Does anyone know where these O-PREF locations are for 0 Balanced Rush and 2 Balanced Pass?

In looking at the code, I'm assuming the "2" is 0x18ACC, but I could be totally off.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 7, 2014 (edited)

Report post

referring to this <http://tecmobowl.org/topic/10511-heavier-weighting-of-com-runpass-ratio/#entry90181>

address of bytes to change...

! it looks like preference "0" is straight up random chance of any play...doesn't it seem that way to you? (contrary to popular belief)

"01" xx/FF is at **x018AB1** ("heavy run" for sure)

"02" xx/FF is at **x018ACC** ("little more pass", I would agree with your conclusion)

"03" xx/FF is at **0x018AE7** ("heavy pass" for sure)

(where xx/FF is byte for % out of 255, ie, x80 = theoretical 50%)

TEST it, I guess.

Edited February 7, 2014 by buck

+ Quote



Bodom reacted to this



"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](#)

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 7, 2014

Report post

On 2/7/2014 at 11:02 AM, buck said:

! it looks like preference "0" is straight up random chance of any play...doesn't it seem that way to you? (contrary to popular belief)

Interesting!

I guess that would make a little sense. Looking back at my test results, the "0" teams were in the range of 49-56% Rushing with an average of 54%.
(super pumped I was actually able to locate the "2" location).

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 7, 2014

Report post

yeah, I hadn't ever looked at 0 or 2 before...I am glad I did, because I might not give teams 0 so frequently now.

+ 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](#)

Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted February 24, 2014

Report post

On 2/7/2014 at 11:02 AM, buck said:

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"03" xx/FF is at 0x018AE7 ("heavy pass" for sure)

(where xx/FF is byte for % out of 255, ie, x80 = theoretical 50%)

TEST it, I guess.

So this is a tried and tested deal? We have

00 - Random = 50/50?

01 - Heavy Run

02 - Little more pass

03 - Heavy pass

The values I found for

"01" xx/FF is at x018AB1 ("heavy run" for sure) = 99 = 153/256 = 59.8%

"02" xx/FF is at x018ACC ("little more pass", I would agree with your conclusion) = 99 = 153/256 = 59.8%

"03" xx/FF is at 0x018AE7 ("heavy pass" for sure) = B3 = 179/256 = 69.9%

The 01 and 02 values being the same doesn't make sense to me. Am I missing something?

+ 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



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 24, 2014

Report post

I think "heavy run" is a bad name, and I didn't ever assign that name to "01" - TSB TOOL did. I was just referencing it by name.

I suppose it has to do with 00 incorrectly being assumed as "Little more run" so it was default thought of as "heavy run". Again, I don't know exactly why it was called that.

I believe that the values should be renamed. Something like:

00 = 50/50

01 = More Run (60% Run)

02 = More Pass (60% Pass)

03 = Heavy Pass (70% Pass)

Quote

1

pambazos88 reacted to this



"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](#)

Tecmonster

rom producer



Posted February 24, 2014

Report post

I think the original programmers figured that the average NFL offensive balance from 1990 was 55/45 towards the pass. So, they used that as the baseline and then swung the "balanced" offenses by 5% either way. For "heavy" offenses, swing by 15% from the baseline.



Members

+ 211

634 posts

Location: Reno, NV

So if you were deemed a "balance rush" offense, subtract 5% from the pass and add 5% to the rush and it comes to about 50/50.

If you were deemed a "balance pass" offense, subtract 5% from the rush and add 5% to the pass and it comes to 60/40 to the pass.

If you were deemed a "heavy rush" offense, subtract 15% from the pass and add 15% from the rush and it comes to about 60/40 to the rush.

If you were deemed a "heavy pass" offense, subtract 15% from the rush and add 15% to the pass and it comes to about 70/30 to the pass.

+ Quote



Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 24, 2014

Report post

On 2/24/2014 at 12:49 PM, buck said:

I think "heavy run" is a bad name, and I didn't ever assign that name to "01" - TSB TOOL did. I was just referencing it by name.

I suppose it has to do with 00 incorrectly being assumed as "Little more run" so it was default thought of as "heavy run". Again, I don't know exactly why it was called that.

I believe that the values should be renamed. Something like:

00 = 50/50

01 = More Run (60% Run)

02 = More Pass (60% Pass)

03 = Heavy Pass (70% Pass)

00 = Balanced Attack

01 = Ground n Pound/Smash mouth

02 = Vertical Attack

03 = Dallas Cowboys 2nd half strategy

+ Quote



buck reacted to this



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Offensive Preference

By Bodom, February 4, 2011 in Hacking Documentation

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Knobbe

Tecmo Godfather



Founder



+ 3,244

17,597 posts

Tecmo Titles: 1

Founder of T-Borg

Posted February 25, 2014

[Report post](#)

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01 = More Run (60% Run)

02 = More Pass (60% Pass)

03 = Heavy Pass (70% Pass)

Am I also correct in noting that there isn't a location on the rom for coding in a percentage for 00?

[+ Quote](#)

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

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted February 25, 2014

Report post

On 2/25/2014 at 6:46 AM, Knobbe said:

Am I also correct in noting that there isn't a location on the rom for coding in a percentage for 00?

I'm 99% sure that's correct.

+ Quote

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 28, 2014

Report post

On 2/25/2014 at 8:28 AM, Bodom said:

I'm 99% sure that's correct.

correct. actually, a random number is loaded and masked between 0-7. see code below.

```
00 ; Offensive Preference x00
@Loop67:
0x18AA5
A540 LDA $40 ; $40 = Random_A+Random_B
2907 AND #07 ; Between x00-x07
8540 STA $40 ; Save Play Call
4C2AA7 JMP @Loop4 ; return
```

+ Quote

1

Knobbe reacted to this



"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](#)

BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted December 19, 2019

Report post

bump, potentially useful info in various ways that I have trouble finding

Quote

"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler

PREV 1 2 **3** Page 3 of 3



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