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Push Pull Hack by Bruddog

Started By davefmurray , Sep 26 2013 07:01 PM

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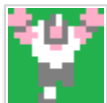
84 replies to this topic

buck

#61

Tecmo Legend

Posted 11 October 2013 - 09:50 AM



Members



4,631 posts

crash on pass play, MAN running into endzone

0

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buck

#62

Tecmo Legend

Posted 11 October 2013 - 09:52 AM

maybe it's my emulator causing the crash? fceux.



Members



4,631 posts

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davefmurray

#63

Creator of Gridiron Heroes



Administrators



2,698 posts

Blog Entries: 3

Posted [11 October 2013 - 11:25 AM](#)

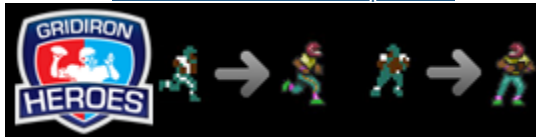
buck, on 11 Oct 2013 - 08:52 AM, said:

maybe it's my emulator causing the crash? fceux.

Kill all .sav files?

0

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bruddog

#64

Rom Hack Expert



Moderators

Posted [11 October 2013 - 12:16 PM](#)

Buck if you can record one of the crashes and post it that would be helpful. I might have to put in some more robust error checking

0

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MODERATOR

9,229 posts

Blog Entries: 1



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bruddog

#65

Rom Hack Expert

Posted [11 October 2013 - 12:17 PM](#)



Moderators



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Im gone for the weekend so i wont be able to look at this until next week

0

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Tecmonster

#66

Veteran

Posted [13 October 2013 - 12:53 PM](#)



Members



396 posts

I sped up the rate of the mid-grapple movement at x32e12 to CC from 80 and I love how it affects ball carrier vs. tackler grapples, but it's too fast for all the other grapples on the field, especially at the line of scrimmage. Is there any way to separate a ball carrier's rate vs. everyone else?

Edited by Tecmonster, 13 October 2013 - 12:55 PM.

0

Tecmonster

#67

Veteran

Posted [13 October 2013 - 01:12 PM](#)



Members



396 posts

Small glitch report: I realize that this hack hasn't yet been applied to special teams play, but the COM ballcarrier on offense can still get pushed backward by a COM tackler (but not a MAN-controlled tackler).

0

bgboud2

#68

Tecmo Legend



Mods: ETC



3,546 posts

Posted 15 October 2013 - 08:38 PM

Tecmonster, on 13 Oct 2013 - 12:12 PM, said:

Small glitch report: I realize that this hack hasn't yet been applied to special teams play, but the COM ballcarrier on offense can still get pushed backward by a COM tackler (but not a MAN-controlled tackler).

had noticed player 2 man ball carrier getting pushed back

bruddog fixed a glitch and i was testing, seems to be in good shape

0

AIM = bgboud2

 Posted Image

bruddog

#69

Rom Hack Expert



Posted 16 October 2013 - 02:15 PM

Tecmonster that could be done but I'm not going to for now.

0

Moderators



9,229 posts

Blog Entries: 1

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bruddog

#70

Rom Hack Expert



Moderators



9,229 posts

Blog Entries: 1

Posted [16 October 2013 - 02:19 PM](#)

Fixes:

- Players whose offense + defense + play call bonus equal zero will grapple in place instead of offense pushing forward
- KR and PR should no longer get pushed backwards
- Added additional error checking which i hope prevents crashes
- Fixed problem of player 2 being able to be pushed backwards

If you want my commented code I can private message you the code.

5

IF YOU WOULD LIKE TO DONATE FOR ANY OF THE HACKS YOU HAVE ENJOYED CLICK BELOW:

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buck

#71

Tecmo Legend

Posted [16 October 2013 - 04:19 PM](#)

bruddog, on 16 Oct 2013 - 1:19 PM, said:





Members



4,631 posts

Fixes:

- Players whose offense + defense + play call bonus equal zero will grapple in place instead of offense pushing forward
- KR and PR should no longer get pushed backwards
- Added additional error checking which i hope prevents crashes
- Fixed problem of player 2 being able to be pushed backwards

If you want my commented code I can private message you the code.

New set commands:

@32E00

```
A53E4853F48A54048A541489848206DC4C98090034C2CAFA01FB1AEC907B0F5C90390F1201DAE2035AE4C69AEA570C9C0B
00DC980B004C940B00A90085060A901854060A578A479A640E0019004A579A4782904D00B982904D003A2FC600460982904D0
03A20060A2FC60A01EB1AE853EC8BAE853F60A540D015A015B1AE38E5943021D0228838B1EE593101A3015A594A01538F1A
E300CD00D8838A593F1AE100530004C2CAFA9028541205DAEA01CB1AE38F13E863E18653EF0E820DBAF853E4C0AFAA205D
AE8A30378A6920A0131871AE91AEC8A90071AE91AC8A90071AE91AE8A6920A01318713E913EC8A900713E913EC8A900713E
913EC641D0CC4C2CAF8A69E0A0131871AE91AEC8A9FF71AE91AEC8A9FF71AE91AE8A69E0A01318713E913EC8A9FF713E9
13EC8A9FF713E913EC641D0CC4C2CAF68AA68854168854068853F68853EA018B1AEA011871AE91AEA019B1AE48088A484C
0ADBA540D041A588C9189008A008B1AEC90AF00FA008B1AEC588F007C90B900A4C2CAFA53E30B74CB7AEA53EAA205DAE
A008B13E290F18690BC589F0048A4CB7AE8A853E4C71AF589C9189008A0081AEC98AF013A008B1AE290FC589009B1AEC97
9B00D4C2CAFA53E10034CB7AE4C2CAFA53EAA205DAEA008B13E18690BC5880048A4CB7AE8A853E4CB6AFA8A540D029860
189849FF69011860
```

@ 3DB17

```
4C0F68AA203D82868EAEAEAEA
```


@3FFC0

```
A00B1AEC9E1C9A0F01C960F016C920F02A018B1AEA0131871A91019B1AE4C16DBAC2F00A21920E34CF0A
```

thanks for the update. is there a way to make "infinite" grapples NOT slide? you know, the ones where you get tied up no matter what until someone comes and either bumps you or tackles you.

was seeing triggers slide 10 yards on an infinite grapple.

bruddog

#72 

Rom Hack Expert

Posted [16 October 2013 - 04:30 PM](#)



Moderators



9,229 posts

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That would require me knowing what causes infinite grapples. And if I knew what caused infinite grapples I would get rid of them.

1

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rmm1976

#73 

HSTL Veteran

Posted [17 October 2013 - 12:14 PM](#)



Members




8,367 posts

Awesome hack, well done!

Anyone looking to test it out, I recommend KC vs MIA.

0

bgboud2

#74 

Tecmo Legend

Posted [17 October 2013 - 12:20 PM](#)

Hey rob, hit me up for a game on it



AIM = bgboud2

0

Posted Image

Mods: ETC



3,546 posts

Bodom

#75

Tecmo Legend

Posted [21 December 2013 - 07:25 PM](#)



Bruddog and/or Anyone looking to apply this to a ROM -

Members



3,289 posts

I don't think what is listed above is the most updated info. I applied this to a ROM using SET commands from the info above and the ROM started crashing after certain TDs. Also, the P2 ball carrier and KR/PR was still being pushed back.

I ended up creating and applying a patch from the movingOL_6 ROM file that's attached and it's working great.

0

bruddog

#76

Rom Hack Expert

Posted [21 December 2013 - 08:13 PM](#)



Good to know!! Thanks!! The difference will likely have been in that 32E00 section.

Moderators



9,229 posts

Blog Entries: 1

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Starter



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124 posts

Posted [22 December 2013 - 03:15 PM](#)

This is so nice. I feel like the running game really comes alive with this add on. On draw plays I can watch for who's winning and see a whole open up between say the tackle and the center, where before it was just to cluttered and you'd have to always run to the sides to make gains

2

Starter



Members



124 posts

Posted [11 January 2014 - 01:31 PM](#)

bruddog, on 16 Oct 2013 - 3:30 PM, said:

That would require me knowing what causes infinite grapples. And if I knew what caused infinite grapples I would get rid of them.

every observation of it I've had so far has been following a diving catch. If i throw ahead of a route and then tap B heavily to try and get my receiver to dive/slide if he does so into a defender, it's 100% of the time an infinite grapple.

0

Rom Hack Expert



Moderators



Posted [11 January 2014 - 01:47 PM](#)

Dusto you can make an infinite grapple happen every time you try? Record this happening on FCEUX.

0

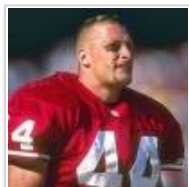
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Dusto

#80

Starter



Members



124 posts

Posted [11 January 2014 - 05:25 PM](#)

bruddog, on 11 Jan 2014 - 11:47 AM, said:

Dusto you can make an infinite grapple happen every time you try? Record this happening on FCEUX.

here you go. Just fast forward to the end. Earnest Byner diving catch, It's the first play after kickoff

Attached Files

[TSB92_OLFix-5.zip](#) 1.03KB 24 downloads

Edited by Dusto, 11 January 2014 - 05:26 PM.

1

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