



Turning Off Injuries during Season Mode

By Vanisher, September 9, 2007 in [Hacking Documentation](#)

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Vanisher

Promising Rookie



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Posted September 9, 2007

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Is there an offset where I could turn off/on injuries on season mode.

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Vanisher

Promising Rookie



Members

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Posted September 10, 2007

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Anyone? 😊

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jstout

Tecmo Super Champion

Posted September 15, 2007

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Members
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537 posts

✓ **Vanisher said:**
Is there an offset where I could turn off/on injuries on season mode.

The best way to turn off injuries would probably be changing at x25EBB, xC5 x45 to xC9 x00. I haven't tested all the way but that most likely is all that would be needed.

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Vanisher
Promising Rookie



Members
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Posted September 18, 2007

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Thanks, jstout.
I'll try that method.

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Vanisher
Promising Rookie



Members
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Posted September 20, 2007

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Umm, jstout. I think that your method didn't work.
They have injuries on Season Mode.

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cxrom
Veteran



Members
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Posted September 20, 2007

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✓ **Vanisher said:**
Umm, jstout. I think that your method didn't work.
They have injuries on Season Mode.

try using \$60 \$EA instead, but his method seemed to work for me. what were the circumstances at the time of the injury?

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jstout

Tecmo Super Champion



Members

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537 posts

Posted September 20, 2007

Report post

✓ Vanisher said:

Umm, jstout. I think that your method didn't work.

They have injuries on Season Mode.

Can you give a better explanation of when and where it didn't work? I have a feeling he is meaning computer simulation play and not on the field injuries but how can I know with just that sentence.

The only thing of the on field injuries I wasn't sure about is if the player came out with x00 and the x00 check would make them injured or not.

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cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted September 20, 2007

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bcs # $\$xx$ is like \geq so after a **cmp #00** would be like a "branch always" on other processors. the best way to do it would probably be to find the variable that controls preseason vs season and just have season set it to the same value as preseason does.

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted September 20, 2007

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✓ cxrom said:

bcs # $\$xx$ is like \geq so after a **cmp #00** would be like a "branch always" on other processors.

the best way to do it would probably be to find the variable that controls preseason vs season and just have season set it to the same value as preseason does.

Yeah, I didn't have a chance at the time to check that but it is (just x00 would be rare but could still happen):

A < Memory \rightarrow C=0

A = Memory \rightarrow C=1

A > Memory \rightarrow C=1

I had the variable that adjusted to season but I think it was doing something screwy (can't remember now). Personally, I think the easiest method would to have the code just jump to the never injured routine every time.

+ Quote



Vanisher

Promising Rookie



Members

+ 1

59 posts

Posted September 20, 2007

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▼ **jstout said:**

▼ **Vanisher said:**

Umm, jstout. I think that your method didn't work.

They have injuries on Season Mode.

Can you give a better explanation of when and where it didn't work? I have a feeling he is meaning computer simulation play and not on the field injuries but how can I know with just that sentence.

The only thing of the on field injuries I wasn't sure about is if the player came out with x00 and the x00 check would make them injured or not.

I think it didn't affect the changes on computer simulation play and "on the field" ingame play.

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Tundrayeti311

Starter



Members

+ 17

200 posts

Posted May 20, 2017 (edited)

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Are injuries during autoskip Season games expected with this hack?

I played a season with \$60 \$EA @ 0x25EBB. There were no injuries during games that I played, however injuries were occurring during cpu v cpu "autoskip" games.

I played one Season game with xC9 x00 instead and again no injuries, but autoskipped ahead and teams had injured players.

Edited May 25, 2017 by Tundrayeti311

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TheRaja

TFO Chief Operating Officer



Posted May 20, 2017

Report post

▼ **On 9/9/2007 at 3:19 AM, Vanisher said:**



Members

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273 posts

Owner of the Tecmo Football
Owners (TFO)



Quote



1



Tundrayeti311 reacted to this

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