

Potential Evidence Of Scripting In FIFA 17:

After Spending more than 2 hours searching for evidence of scripting or momentum in FIFA 17's code I have found some evidence which could potentially be proof of scripting. The main evidence is the link between the 23876th line of code in "FIFA 17.exe" and the 7760th-7845th lines of code in "initfs_win32". Both FIFA 17.exe and initfs_win32 are files that make up the code for FIFA 17. All code seen below has not been tampered with or edited in anyway apart from potentially important evidence being labeled in **Bold** by myself.

First 2352 Characters of Line 23876 of FIFA 17.exe (PC Version) detailed I have deemed Important are in **Bold:**

```
tm_UltimateTeam tm_Custom %s %d %s TM_CC_TEAM_DEFAULT_NAME_FOR_TACTICS
CustomFormationName %d-%d-%d tm_Default tm_DefaultStyleDescrDemo
tm_DefaultStyleDescr tm_PresetStyle4Quick tm_PresetStyle0 tm_PresetStyle0Descr
tm_PresetStyle0Quick tm_PresetStyle1 tm_PresetStyle1Descr tm_PresetStyle1Quick
tm_PresetStyle2 tm_PresetStyle2Descr tm_PresetStyle2Quick tm_PresetStyle3
tm_PresetStyle3Descr tm_PresetStyle3Quick tm_CustomStyleDescrDemo
tm_PresetStyle5QuickDemo tm_CustomStyleDescr tm_PresetStyle5Quick PöXH À6ËG
PöXH `6ËG PöXH P7ËG PöXH °œÑG PöXH ☒ÑG ADAPTIVE_DIFFICULTY/ENABLED
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE1_OUTPUT
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE1_PARAM1
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE2_OUTPUT
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE2_PARAM1
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE3_OUTPUT
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE3_PARAM1
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE4_OUTPUT
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE4_PARAM2
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE4_PARAM1
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE5_OUTPUT
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE5_PARAM2
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE5_PARAM1
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE6_OUTPUT
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE6_PARAM2
ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY/RULE6_PARAM1
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE1_OUTPUT
```

ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE1_PARAM1
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE2_OUTPUT
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE2_PARAM1
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE3_OUTPUT
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE3_PARAM2
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE3_PARAM1
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE4_OUTPUT
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE4_PARAM2
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE4_PARAM1
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE5_OUTPUT
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE5_PARAM2
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE5_PARAM1
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE6_OUTPUT
ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY/RULE6_PARAM1
ADAPTIVE_DIFFICULTY/LAST_GOAL_DIFFERENCE_ABS_THRESHOLD
ADAPTIVE_DIFFICULTY/STREAK_ABS_THRESHOLD_%d
ADAPTIVE_DIFFICULTY/ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_%d first_match_aai
first_boot_aai post_match_user_choice ADIFF_DifficultyDetected UpByGoalDifference
post_match_aai_incr UpByWinningStreak DownByGoalDifference post_match_aai_decr
DownByLosingStreak

Potential Connection to Lines 7760-7845 of initfs win32

Note “//” before a sentence means a developer
comment:

[ADAPTIVE_DIFFICULTY]

ENABLED = 1 comment by myself: (1 means enabled, 0 means not enabled)

LAST_GOAL_DIFFERENCE_ABS_THRESHOLD = 6 // e.g. "Single game loss >= 6 goals", "Single game win >= 6 goals"

STREAK_ABS_THRESHOLD_0 = 3 // e.g. "Three back to back losses with a negative goal diff of >= 9 (Beginner)"

STREAK_ABS_THRESHOLD_1 = 3 // e.g. "Three back to back losses with a negative goal diff of >= 9 (Amateur)"

STREAK_ABS_THRESHOLD_2 = 3 // e.g. "Three back to back losses with a negative goal diff of >= 9 (Semi-Pro)"

STREAK_ABS_THRESHOLD_3 = 4 // e.g. "Four back to back losses with a negative goal diff of >= 12 (Professional)"

STREAK_ABS_THRESHOLD_4 = 4 // e.g. "Four back to back losses with a negative goal diff of >= 12 (World Class)"

STREAK_ABS_THRESHOLD_5 = 5 // e.g. "Five back to back losses with a negative goal diff of >= 15 (Legendary)"

ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_0 = 9 // e.g. "Three back to back losses with a negative goal diff of >= 9 (Beginner)"

ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_1 = 9 // e.g. "Three back to back losses with a negative goal diff of >= 9 (Amateur)"

ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_2 = 9 // e.g. "Three back to back losses with a negative goal diff of >= 9 (Semi-Pro)"

ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_3 = 12 // e.g. "Four back to back losses with a negative goal diff of >= 12 (Professional)"

ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_4 = 12 // e.g. "Four back to back losses with a negative goal diff of >= 12 (World Class)"

ACCUMULATED_GOAL_DIFFERENCE_ABS_THRESHOLD_5 = 15 // e.g. "Five back to back losses with a negative goal diff of >= 15 (Legendary)"

[ADAPTIVE_DIFFICULTY_INCREASE_DIFFICULTY]

// Description: "User scores in first 5 minutes"

// WHEN <GoalEvaluation> IF <user score is greater than opponent score and before 5 minutes> **DO**
<increase difficulty by 0.25>

RULE1_PARAM1 = 5 // Minutes

RULE1_OUTPUT = 0.25

// Description: "User scores in first 20 minutes"

// WHEN <GoalEvaluation> IF <user score is greater than opponent score and before 20 minutes> **DO**
<increase difficulty by 0.25>

RULE2_PARAM1 = 20 // Minutes

RULE2_OUTPUT = 0.25

```
// Description: "Score >= 2 goal lead"
// WHEN <GoalEvaluation> IF <user has greater than 2 goal lead> DO <increase difficulty by 0.25>
RULE3_PARAM1 = 2 // Goal lead
RULE3_OUTPUT = 0.25

// Description: ">70% possession after at least 20 minutes"
// WHEN <BallOOP> IF <user has greater than 70% of possession and after 20 minutes> DO <increase difficulty by 0.25>
RULE4_PARAM1 = 70 // Possession percentage
RULE4_PARAM2 = 20 // Minutes
RULE4_OUTPUT = 0.25

// Description: "More than 5 shots in first 30 minutes"
// WHEN <BallOOP> IF <user has more than 5 shots in the first 30 minutes> DO <increase difficulty by 0.15>
RULE5_PARAM1 = 5 // Shots
RULE5_PARAM2 = 30 // Minutes
RULE5_OUTPUT = 0.15

// Description: "More than 10 shots on target at any point"
// WHEN <BallOOP> IF <user has more than 10 shots on target> DO <increase difficulty by 0.1>
RULE6_PARAM1 = 10 // Shots on target
RULE6_PARAM2 = 10 // Increments on PARAM1
RULE6_OUTPUT = 0.1

[ADAPTIVE_DIFFICULTY_DECREASE_DIFFICULTY]
// Description: "Losing at any point"
// WHEN <GoalEvaluation> DO <decrease difficulty by 0.1>
RULE1_PARAM1 = 0 // Minutes
```

RULE1_OUTPUT = -0.1

// Description: "No shot on target within 30 minutes of play"

// WHEN <BallOOP> IF <after 30 minutes> **DO <decrease difficulty by 0.2>**

RULE2_PARAM1 = 30 // Minutes

RULE2_OUTPUT = -0.2

// Description: "<30% possession any time after 30 minutes"

// WHEN <BallOOP> IF <possession less than 30% and after 30 minutes> **DO <decrease difficulty by 0.2>**

RULE3_PARAM1 = 30 // Possession

RULE3_PARAM2 = 30 // Minutes

RULE3_OUTPUT = -0.2

// Description: "<2 shots by 60th minute"

// WHEN <BallOOP> IF <number of shots less than 2 and after 60 minutes> **DO <decrease difficulty by 0.2>**

RULE4_PARAM1 = 2 // Shots

RULE4_PARAM2 = 60 // Minutes

RULE4_OUTPUT = -0.2

// Description: "<4 shots on target 80th minute"

// WHEN <BallOOP> IF <number of shots less than 4 and after 80 minutes> **DO <decrease difficulty by 0.3>**

RULE5_PARAM1 = 4 // Shots

RULE5_PARAM2 = 80 // Minutes

RULE5_OUTPUT = -0.3

// Description: "Losing by 2 goals"

// WHEN <GoalEvaluation> IF <losing by 2 goals> **DO <decrease difficulty by 0.1>**

RULE6_PARAM1 = -2 // Goals

RULE6_OUTPUT = -0.15

As I am no coding expert I only have a small idea of what this code means for example I interpret this line of code:

// Description: "No shot on target within 30 minutes of play"

// WHEN <BallOOP> IF <after 30 minutes> DO <decrease difficulty by 0.2>

RULE2_PARAM1 = 30 // Minutes

RULE2_OUTPUT = -0.2 "

As if there have been no shots on target after thirty minutes of play the difficulty of AI (computer controlled players) will decrease by 20% (0.2). If this interpretation is incorrect please let me know in the reddit comments.

My theory about the link Between the 2 lines of code:

I interpret the first section of code (line 23876 of fifa17.exe) as showing what rules and parameters apply in ultimate team games. If this is also incorrect, please mention this in the reddit comments. The Second section of code I found (lines 7760-7845) seems to explain what these rules and parameters are and exactly what effect they have on the gameplay in FIFA 17.

If this theory is correct it would mean that certain situations occurring ingame cause the difficulty of computer controlled players to decrease. Which would be a form of "dynamic game difficulty balancing" which is a fancy term for what we call "Scripting" on the /r/FIFA subreddit.

Report by reddit user lilsmooga193119

Notice:

If any information is incorrect please let me know as I am no coding expert and I do not want to or intend to spread misinformation around the fifa community