RUDY'S NBA 2K22 ALL-PRO SLIDERS

Designed to be easier, less defensive, easier to drive, less cpu steals, more cpu 3 point shots.

Start on **ALL-PRO** and make the following changes. Da_Czar confirmed the difficulty where you start matters. Behind the scenes tuning and adjustments are based on initial difficulty.
I use user shot % on both FT and FGs and am not that great with it plus shot meter.
Sliders are user/cpu and are all 50/50 default unless stated otherwise. If just one number it applies to both equally.

Want to adjust defensive stickiness? Adjust body up sensitivity, on ball defence and lateral quickness down to reduce defence (I usually have all 3 at same rating). Want more separation? Boost acceleration and boost movement sliders to have a bigger gap.

Controller Settings: Pro Stick Orientation Absolute, Icon Passing Default

Coach Settings under Gameplan
Offence Play Calling ... Auto
Team Communication … Offence and Defence

Gameplan … Coaching Sliders … Help Defense 80 (switch controllers to set both sides)
Don't think this helps that much. Won't bother changing.

Game Settings
Game Speed 50 (this affects speed for everything. Lowering this can give players more weight. I don't like to touch this)
Quarters 6 minutes (preference)

Offense - stats below 2020-21 season
Note: at rim 0-3' is 68%, 3-10 43%,10-16 43%,16-3pt 41%, 3pt 36.7%
Shot distribution 0-3' is 25%, 3-10 19%, 10-16 10%, 16-3pt 7%, 3pt 39%
Free Throw Difficulty 50/NA (this is backwards, higher the number is HARDER to make FTs, does nothing/broken in 2K22, have to switch to real% for now)
Inside Shot Success (at rim) - 35/47 (I like to pair this with layup success)
Close Shot Success (3-15') - 50/62 (per dev this impacts Standing Layups and Hook Shots)
Mid-Range Shot Success - 56/61 (impacts Post Fades)
3PT Success - 58/63
Layup Success -35/47
Shot Coverage Impact - 10 (Lowering makes contested shots go in more AND reduces open shots; at 100 makes open shots easy, 0 reduces open shots a lot, dropping reduces overall shot% and reduces deep 3%)
Shot Timing Impact - 10/50 (turn it down so timing has less impact, limited impact but I suck at the meter and 0 helps)
Dunk in Traffic Freq - 60 (want more dunk attempts, less layups)
Dunk in Traffic Success - 60 (with layup strength high I want to boost this)
Pass Accuracy - 35
Alley-Oop Success 45
Contact Shot Success 60 (And 1 Slider in some ways)
Ball Security - 10 (lowering this allows strip steals on shots, collisions knock loose)
Body-Up Sensitivity 30/65 (higher means harder to drive, "stickiness" factor)
Pass Speed 30

Defence
Driving Contact Shot Frequency 80 (affects contact while driving, similar to body up sensitivity, higher is more fouls)
Inside Contact Shot Frequency 80 (0 results in uncontested layups, 100 challenges hard but can cause goofy interrupted layups from behind, higher is more fouls)
Layup Defense Strength (Takeoff) - 80
Layup Defense Strength (Release) - 80
Jump Shot Defense Strength (Gather=Closeouts) - 70

Jump Shot Defense Strength (Release=Contest) - 25 (I want contested shots to go in more, open shots way too easy 2k22)
Help Defense 100 (increase if want more paint help and more open kick outs)
Steal 60 (this impacts on ball steals and is more important than steal attribute)

Attributes
Acceleration 50 (strong slider, I drop to reduce sliding, if game is sluggish then boost this instead of speed, devs seem to tweak this often)
Vertical 30 (This is exaggerated above the rim stuff on default).
Strength 50 (Slider does nothing in 22, Raise this to make screens more effective, low makes real screeners valuable, Strength plays a factor in basically every situation where there's contact. Rebounds, post, body ups, screens, boxouts, contact dunks, etc. It helps most on the perimeter for body ups and screens)
Stamina 50
Speed 50 (Weak slider. I adjust for fast break speed but boosting increases back pedal/drop speed. Prefer adjusting acceleration for explosiveness and foot planting.)
Durability 50 (very few injuries on default but not sure if this is backwards or does much)
Ball Handling 50 (reduce to see balls dribbled off feet/turnovers but hurts ball handling)
Hands 90/65 (deflections, stealing passes)
Dunking Ability 50
On Ball Defense 30/65 (I usually match Body-Up and Lateral Quickness)
Stealing 50 (steal attribute does impact stealing on ball and intercepting passes and deflections)
Blocking 30/40
Offensive Awareness 50 (may help run plays, smarter AI, I don't notice much)
Defensive Awareness 100 (Will help on rotations and closeouts, can boost on ball D)
Offensive Rebounding 40 (reduces warping/aggressiveness when lower)
Defensive Rebounding 25
Offensive Consistency 50
Defensive Consistency 50
Fatigue 53 (higher makes players get tired faster, I use 6 min)
Lateral Quickness 30/65 (This impacts defensive quickness. Drop to see more blow byes)

Tendencies (same for both user/cpu) *I don't think these do a lot*
Inside Shots 20
Close Shots 10 (reducing close shot slider may increase kick outs off rebounds)
Mid-Range Shots 100
Take 3PT Shots 100
Post Shots 100 (elite big men are ignored in this game)
Attack Basket 40 (cpu drives heavily influenced by ability to beat defender; drop defense to see more drives)
Look For Post 100 (need to boost Jokic, elite C touches)
Throw Alley-Oops 50 (these can be overly hard to defend so may drop to 40)
Attempt Dunks 50
Attempt Putbacks 75
Play Passing Lanes 50 (dropping this defends PNR ball handler better but roll man is easier)
Go For On-Ball Steals 75
Contest Shots 60 (increase contests)
Back Door Cuts 50

Fouls (I like a low number)
Over the Back 50
Charging 60
Blocking 60
Reaching 5 (even low every reach is a foul)
Shooting 100
Loose Ball 75
Illegal Screen 50

Movement (Increase max to boost speedy players. Min affects slow bigs more. Too low = quicksand.)
Speed with Ball Max/Min: 75/40
Acceleration with Ball Max/Min: 75/40
Speed without Ball Max/Min: 75/40 (Speed without ball should be higher than with ball to help defence & transition defence allegedly)
Acceleration without Ball Max/Min: 75/40

Camera Settings - (zoomed out view)
Broadcast Zoom (generic gone in 22): consistent but lacks transition zoom out. Zoom 1, Ht 10, Key Zoom. Flatter than Nosebleed but can see corners better.
Nosebleed: Zoom 1, Height 8, Key Zoom. Can struggle with seeing the corners of zoom in too much.
Try Skybox: Zoom 10, Height 5, Key Zoom. Further out than Nosebleeds. A bit of a jump between these two angles.

MyLeague Settings (left at default for 22, seems fine)
Morale and Chemistry Difficulty and Effects: default
User Injury Frequency 50 (don't want to touch cpu due to increased simming injuries but I don't think injury sliders work)

Coach Settings – Auto play calling

Slider explanation threads:
https://forums.operationsports.com/forums/nba-2k-basketball-sliders/842866-shot-defense-strength-sliders-explained.html
https://forums.operationsports.com/forums/nba-2k-basketball-sliders/916722-2k18-layup-jump-shot-defense-strength-sliders-not-working.html
https://forums.operationsports.com/forums/nba-2k-basketball-sliders/867753-how-do-shot-defense-sliders-effect-gameplay.html
Movement and speed:
https://forums.operationsports.com/forums/nba-2k-basketball-sliders/932072-game-speed-speed-accel-attributes-movement-sliders-explained.html

Takeoff/Gather at 0
Weak closeouts from defenders. Often hands down, do not make an effort to actually contest shots.

Takeoff/Gather at 100
More aggressive closeouts. Hands up, jumping out at shooters to contest shots.

Release at 0
Shot contests are ineffective. Players hit shots when closely guarded.

Release at 100
Shot contests are effective. Players hit less shots when closely guarded.

Overall,

Takeoff/Gather affects the closeout intensity/animations.
Release affect the effectiveness of the shot contest.

It looks like the takeoff/gather slider affects the closeout speed/intensity of players, but has no effect on the shot %. The release slider controls how effective the shot contest is. The higher the release slider, the less likely a player is to make a contested shot.

Make sure that "Jump Shot Defense Strength (Gather)" is lower than or equal to "Layup Defense Strength (Takeoff)", as it will lead to more drive-and-kick offensive possessions, more pull-up jumpers, and more passes by the CPU before each shot. If the Layup (Takeoff) defense slider is lower than Jump Shot (Gather), the CPU will continue to force their way into the paint, ignore perimeter shooters, and have limited ball movement in their half-court sets. If Layup Defense is too high it can make cpu hesitant to drive the paint. Don't set the Jump Shot (Gather) slider too low, though, or else you will have too many open players around the perimeter, poor defense against pick-and-roll/fade, and a lack of proper player interaction/jump-shot animations and variety. Once you have the right balance from the CPU offense and User/CPU defensive decision making and animations, increase the (Release) sliders until you start seeing the amount of missed layups/shots that you want.

Driving Contact Shot Frequency and Acceleration affect defender halo when driving vs blocked. High = catchup contact animations, Low = breakaway speed by ball handlers.

Team shooting by distance and others:
https://www.basketball-reference.com/leagues/NBA_2019.html
Team rankings: https://www.teamrankings.com/nba/stat/steals-per-game

https://twitter.com/pouringfours/status/1436019922061103108?s=21

CLOSE SHOT
Ability to shoot when standing still out to 10 feet from the basket. Helps post hooks, and is also used to determine the ability to make standing alley-oop and putback layup attempts.

DRIVING LAYUP
Determines the ability to successfully complete regular, contact, alley-oop and putback layup attempts while moving toward the basket.

DRIVING DUNK
Determines the ability to successfully complete regular, contact, alley-oop and putback dunk attempts while moving toward the basket.

STANDING DUNK
Determines the ability to successfully complete regular, contact, alley-oop and putback dunk attempts while standing under the basket.

POST CONTROL
Helps determine success when performing spins, drives, drop steps and other moves from post position. Used along with strength and size to determine the ability to back down a defender.

MID-RANGE SHOT
Determines the ability to make shots of all types from mid-range distance, including post fadeaway attempts.

THREE-POINT SHOT
Determines the ability to make shots of all types from three-point distance.

FREE THROW
Determines the ability of successfully making free throw shot attempts.

PASS ACCURACY
Ability to throw the ball on target in all types of passing situations, such as bounce, chest, lob, overhead, flashy and alley-oop passes.

BALL HANDLE
Determines skill while dribbling the ball, both in terms of moves allowed and securing the ball from steal attempts.

SPEED WITH BALL
Affects how fast the player can run or sprint while dribbling the ball.

INTERIOR DEFENSE
Determines the ability for the player to defend the paint both on and off the ball, as well as contest shots near the rim.

PERIMETER DEFENSE
Determines the ability for the player to defend the perimeter both on and off the ball, as well as contest shots from outside.

STEAL
Ability to intercept or deflect passes and steal the ball from opposing ball-handlers in all situations.

BLOCK
Determines the chance to successfully block shots of all types.

OFFENSIVE REBOUND
Ability to grab offensive rebounds. Along with vertical, unlocks rebound content to reach the ball more easily on missed shots. Helps determine ability to box out or navigate around box outs.

DEFENSIVE REBOUND
Ability to grab defensive rebounds. Along with vertical, unlocks rebound content to reach the ball more easily on missed shots. Helps determine ability to box out or navigate around box outs.

SPEED
Affects how fast the player can run or sprint around the court.

ACCELERATION
Affects the speed at which the player can move in short bursts and when taking off from a stand-still position.

STRENGTH
Determines who wins a contact battle and helps dictate how successful a player will be when backing down or being backed down in the post, both with and without the ball.

VERTICAL
Used as a gate for dunk animations, and in combination with attribute counterparts, allows a player to jump higher on rebounds and blocks.

STAMINA
Affects how quickly a player loses energy and fatigues while running, sprinting, taking contact and performing various moves on the court.