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32 NES TSB Files from CX_ROM

By drunken_honkey, February 9, 2013 in Hacking Documentation

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drunken_honkey
Town Drunk
●●●●●●

Members
⊕ 390
1,019 posts
Location: Texas

Posted February 9, 2013   Report post   ⇗

We contacted CX_ROM a few months back about any notes, cheat sheets or any information he had on what all he did to create the 32-team rom. We've looked over them but I really couldn't say accurately what all is in the notes. We planned on either going through the process of creating a 32- team NES rom just to see how it's done so that we might be able to take that experience and carry it over to TSB3. Just really thought about it and I'm almost 100% sure this has never been posted on the site.

So MGK, you might want to create a link to this thread in the Hacking Documention Thread. I hope this stuff is helpful to old and new guys alike. Here are the files:

[**MGK Edit**: I added all of CX_ROM's attachements that he posted in this thread. It's the holy grail, friends.]
tsb2007-src.zip
All Files -TSB Folder.zip
Experiment.zip

➕   Quote   ⬆ 6   ♡

qwert56, Knobbe, Yak and 3 others reacted to this

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

Our Rom discussion thread:
http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/

Yak
Tecmo Fanatic

Posted February 9, 2013   Report post   ⇗

Heyo! Now isn't this quite the present. I'm so happy to see that peeps are beginning to open up the floodgates of TSB secrets that they've come into. Members like Jstout and the like have been doing what they can over the past many years to help inform. But the 'open source' mentality of sharing 'secrets' lately is really inspiring to me, and I hope others too.

Thanks, Drunken! I'll link it soon, for sure.

Quote

1

bob sacamano reacted to this

Members
+ 1,541
5,286 posts
Location: Boston, MA

---

drunken_honkey
Town Drunk

Posted February 9, 2013 (edited)

Secrets are apart of the fun! Most of the modders here have egos. Me included. But I never sat on these files as to keep it a secret though. We just had it for informational uses. But your organizing the site did get me to recognize and think a lil differently. I forgot I even had these files.
Id love to see if someone can squeeze a couple more teams into the NES version for a larger college rom some day. But ultimately we (cane55 and myself) want to get a 32 team tsb3 rom one day.

Edited February 9, 2013 by drunken_honkey

Members
+ 390
1,019 posts
Location: Texas

Quote

2

qwert56 and bob sacamano reacted to this

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

Posted February 9, 2013

gosh, this is cool. notepad in full effect.

Quote

1

bob sacamano reacted to this

Members
+ 2,060
6,332 posts
Location: Tecmo Super
Street
Tecmo Titles: Lincoln V
(2015)

"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

DFM

Tecmo Legend

●●●●●●

Administrators

ADMINISTRATOR

⊕ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Report post

This.is.AWESOME.

Quote

⬆ 1

bob sacamano reacted to this

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●●●

●●●●●●●●●●●●●●

Y

Members

⊕ 1,541

5,286 posts

Location: Boston, MA

Report post

> **On 2/9/2013 at 12:22 PM, drunken_honkey said:**
>
> Secrets are apart of the fun! Most of the modders here have egos. Me included. But I never sat on these files as to keep it a secret though. We just had it for informational uses. But your organizing the site did get me to recognize and think a lil differently. I forgot I even had these files.
> Id love to see if someone can squeeze a couple more teams into the NES version for a larger college rom some day. But ultimately we (cane55 and myself) want to get a 32 team tsb3 rom one day.

A monetizing of pride via secrets in a dwindling breed of coders makes for folly. I do think the hacking community at TecmoBowl.org will grow beyond any height in its past, but leaving a larger trail of breadcrumbs will make that happen faster. If Bad_Al makes TSB Tool Supreme source code available, then the rest of us have little secrets worth keeping from each other. That's my take, at least.

I'm just glad more is being shared. So, thanks for that, good sir!

Quote

⬆ 1

bob sacamano reacted to this

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bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●●

●●●●●●●●●●●●●●●

Report post

Just getting to all the posts from the weekend. Cool!

Quote

drunken_honkey
Town Drunk
●●●●●●

Posted February 11, 2013

Just interested on if this is useful material buck? Is there any info in there that is useful to you?

+   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
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted February 11, 2013

> **On 2/11/2013 at 8:18 PM, drunken_honkey said:**
>
> Just interested on if this is useful material buck? Is there any info in there that is useful to you?

not yet, man. haven't looked at it since the first 15 minutes after I got it.

not sure what to do with it, actually, as I have no understanding of the NES and assembling it. I'm sure I could spend way too much time getting into that world.

for now, I'll just keep reading through the comments and hopefully discover something or get a new idea.

+   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

drunken_honkey
Town Drunk
●●●●●●

Posted February 12, 2013 (edited)

I do know there is a couple of weather notes. Thats one of the main things I hope to figure

out. On TSB3 we have discovered a majority of areas that would need to be altered if we were to add teams. One of the good things about TSB3 is that we have TSB2 to compare against. The coding and programing are realitively similar. We can take how the programmers changed and added certain things in TSB3 to 30 teams from 28. Most of the added material was pushed to other areas. So im hoping someone can find the weather programing in NES. Hopefully itll be similar to how its done on TSB3.

Edited February 12, 2013 by drunken_honkey

[+] Quote

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

Our Rom discussion thread:
http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/

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bruddog

Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

⊕ 3,074
11,466 posts
Location: Ca

Posted February 12, 2013

The weather was something cxrom was specifically CREATED to add to the NES version. I remember talking to him about it.

[+] Quote

---

cxrom

Veteran
●●●●

Members

⊕ 19
373 posts
Location: Phoenix, AZ

Posted March 1, 2013 (edited)

Sometimes I get lost looking at the source, and I wrote most of it. Heh heh....

Anywho, I thought I posted all that stuff back then. I guess not. Sorry about that. I'll gather all my TSB related stuff and post it.

edit: The weather stuff is all custom. I played around with animating the rain and snow, but it didn't look too good with the limited palette of the NES and only having one background plane.

edit2: TSB Folder.zip

And I had forgotten about this: this.zip

I only did NFC logos, rosters for the 49ers and Cardinals , and stats for Vernon Davis and Frank Gore. The "Play Now" option will freeze the demo. This is in no way complete, just an expirement from a while back.

Edited March 1, 2013 by cxrom

+   Quote

⬆ 2

Yak and Knobbe reacted to this

Yak
Tecmo Fanatic
●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

Y

Members
⊕ **1,541**
5,286 posts
Location: Boston, MA

Report post ⤴

I sent CX_ROM a message, and he posts all of his stuff. Pretty sweet, CX_ROM. Preeeeetty sweeeeet!

> ⌄ **On 3/1/2013 at 8:20 PM, cxrom said:**
>
> Sometimes I get lost looking at the source, and I wrote most of it. Heh heh....
>
> Anywho, I thought I posted all that stuff back then. I guess not. Sorry about that. I'll gather all my TSB related stuff and post it.

edit: The weather stuff is all custom. I played around with animating the rain and snow, but it didn't look too good with the limited palette of the NES and only having one background plane.

edit2: 📎[TSB Folder.zip](#)

And I had forgotten about this: 📎[this.zip](#)

I only did NFC logos, rosters for the 49ers and Cardinals , and stats for Vernon Davis and Frank Gore. The "Play Now" option will freeze the demo. This is in no way complete, just an expirement from a while back.

➕ Quote   🤍

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buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted March 3, 2013 (edited)   Report post ⤴

hey, what needs to be done to get ALT Jersey to work for the NFC West? as is, only the "action sequence" ALT jerseys work.

this would be a useful fix.

Edited March 3, 2013 by buck

➕ 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](#)

cxrom

Veteran

●●●●

Members

➕ 19

373 posts

Location: Phoenix, AZ

Report post

Noted. Any other bugs that you know of off the top of your head?

➕ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

➕ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted September 12, 2013

Report post

None that we know of...the rest are being addressed here: http://tecmobowl.org/topic/52870-new-base-nes-rom-32-team-original-tsb-gameplay

➕ Quote

Elsewhere   ✕ ▾

- 🐦 @Tecmogodfather
- f TecmoSuperBowl Facebook
- 🎮 Join us on Discord
- 📺 Tecmobowl Twitch
- ▶ Youtube

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

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