32 team rom + huthuts download

By Jorgasms, April 6, 2015 in ROM Editing Discussion

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Jorgasms
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Posted April 6, 2015 (edited)

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[32_Team_with_huts.nes](#)

> **On 2/4/2014 at 3:46 PM, davefmurray said:**
>
> It cannot exist.
>
> The code space was used to expand to 32 teams.

> **On 1/16/2008 at 8:06 PM, cxrom said:**
>
> so in short: **it will not be possible to restore the soundfx without some serious work**. i don't mean to come off as an ass but there is no other way i can explain it.

They said it couldn't be done but here it is and fitted for the more common v1.05 32-Team rom. While the sound quality isn't as nice as I'd like it to be, this gets the job done for all of you purists out there.

To apply this to your own rom, get out your hex editor and paste/override away.

THESE ADDRESSES ARE FOR v1.05 ROMS. TO PATCH A v1.11 ROM, CHANGE THE "3s" IN THE "RELOCATED SAMPLES" ADDRESS TO "7s"

@0x3E550 - relocated samples 1

```
57555555  55555555  5555AD52  5555D5AA  AAAA5255  5555B5AA  AA26A9BA  E895AA15
```

@0x3E910 - relocated samples 2

```
A9A6AAAA  AAAAAAAA  AAAAAAAA  AAAA4A2D  5555AD55  ADAA4CAD  5255A952  553355AB
```

@0x36497 - presnap audio functions

```
A9  0C8D1540  8D1040A9  958D1240  A9208D13  40A91F8D  15404CED  81A90C8D  15408[
```

Old Post

Demo

This hack isn't perfect by any means as the "down" DMC sample is replaced by the "hut" DMC sample. This hack is also based on the v1.11 rom which is much less commonly used. Despite these flaws, this provides an alternative for anyone who, like myself, find the huts to be iconic/nostalgic/sex or any other adjective you see fit.

To apply this to your own rom, whip out your hex editor and paste/override away.
@0x36497 - presnap audio functions

```
4C  ED81EAEA  8D1040A9  958D1240  A93F8D13  40A91F8D  15404CED  81A90F8D  15408[
```

@0x7f610 - relocated sample

```
08AAAA6A  D5E2E130  F9605579  D8165DD5  4AB58AA5  5A2A9B5A  55ADB454  B5D452A9
```

Now, the discussion part. Theoretically, we could use the second half of the "touchDOWN' DMC sample in the v1.05 rom or attempt to figure out how cx_rom was able to restore the "down" dmc sample. Either way, I'd love to help out here on this project on any upcoming project in general. I have virtually no NES/6502 hacking experience but I have a ton of experience hacking N64 and Gamecube games.

Edited July 22, 2015 by Jorgasms

4

+   Quote

Knobbe

Tecmo Godfather

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Founder

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> On 4/6/2015 at 11:12 AM, Jorgasms said:
>
> This hack isn't perfect by any means as the "down" DMC sample is replaced by the "hut" DMC sample. This hack is also based on the v1.11 rom which is much less commonly used. Despite these flaws, this provides an alternative for anyone who, like myself, find the huts to be iconic/nostalgic/sex or any other adjective you see fit.
>
> To apply this to your own rom, whip out your hex editor and paste/override away.

You're a scholar and a gentleman

Quote

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Yak reacted to this

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Jorgasms

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Updated with v1.05 fix that includes all dmc samples (read, down, hut, touchdown). Essentially, it's as perfect as it can be for the time being.

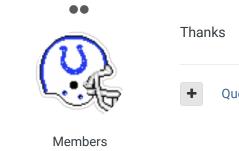**Edited April 11, 2015 by Jorgasms**

Quote

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buck reacted to this

Jorgasms

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Is this included in TSB17? If not, why not and what can I do to make this standard?

Thanks

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Founder of T-Borg

Posted September 5, 2019

Report post

> **On 8/9/2016 at 10:48 AM, Jorgasms said:**
>
> Is this included in TSB17? If not, why not and what can I do to make this standard?
>
> Thanks

Sorry I never responded but I didn't include because I prefer nothing to a lower quality version.

+ Quote

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