



A-button to cancel handoff and A to pitch along a path

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By quince3800, December 18, 2012 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)

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quince3800

Starter



Members

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151 posts

Posted December 18, 2012 (edited)

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Questions:

1. What hex code gets the A-button to cancel a handoff (and continue to a previously defined assignment)?
2. What is the A-button-to-pitch-along-a-path code?
3. What controls the pitch relationship between the QB and the pitch-receiving back if the back's speed is high enough to bypass the QB within the range of the path? Is this set to a standardized speed?

Edited January 1, 2013 by quince3800



Quote

**quince3800**

Starter



Members

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Posted January 1, 2013 (edited)

[Report post](#)

I got this from FCEUX @8ea5:

```
D4D8FCD852D800C0D810B0FF32B8D830E8D83028FD0D40FCFFE0CEE850FFE8BEF314D804CCD8E8D8E4C8DDAE
```

Is this the QB and RB/WR code? If so, why is there a D4 command (taking the snap at center) as against a D5 command?

What are the 32b8, 3cbe, 38b8 and 4ebe commands doing?

What specifically tells the QB to pitch (or A-to-cancel) here? Is that the (ff) 32 b8 command? If so, was the code at b842 altered?

There was also this @84d7: [D5CAD8A4FD0100CBDC2401DE0001FF](#)

Is this the actual option code for the QB?

Edit:

Sorry, the rom I was referring to was the Xplozv rom found here:

[http://tecmobowl.org/topic/12831-ncaa-tsb-demo-wsome-new-plays/?](http://tecmobowl.org/topic/12831-ncaa-tsb-demo-wsome-new-plays/?hl=%2Bnew+%2Bplays+%2Bcollege#entry120810)

[hl=%2Bnew+%2Bplays+%2Bcollege#entry120810](http://tecmobowl.org/topic/12831-ncaa-tsb-demo-wsome-new-plays/?hl=%2Bnew+%2Bplays+%2Bcollege#entry120810). I don't know what Jstout was referring to though; I don't think it's the same thing.

Edited January 2, 2013 by quince3800

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted January 1, 2013

Report post

If you have a rom with the option code then:

x10-x1A (Chance) = Read Handoff, chance of keep x00 = 0% and x10 = 100%

xCB (Location, Player) = Option on path, xFD sets the players to pitch away from

xDE (Location) = MAN/COM Control on path if player is ball carrier

*Location Coordinates are the same as the D7 Command

Example Usage (example came from my NES demo):

QB: D4, D7 FF F8, 12 07, FD 03 E0, CB 21 10 01, DE 00 01, FF 4E BE

The QB will step back, can handoff or fake to the FB by pressing B, and run to just outside of the RT. On his path to the RT, if Man will pitch to the HB by pressing B and if COA/COM will pitch if the LOLB, RCB, LCB, FS, or SS come near. If the QB doesn't have the ball then will block the LOLB.

HB: F3 28, D7 22 0C, DE 1A 20, FF 4E BE

The HB will pause then sweep to the outside and run up the sideline. If the HB doesn't have the ball then he will block the LOLB.

FB: D8 FA F4, D8 FA 00, DE 00 01, FF 5F BE

The FB will dive behind the RG. If the FB doesn't have the ball then he will block the S.

+ Quote



quince3800 reacted to this



cubsfan5150

Tecmo Legend



Posted January 1, 2013

Report post

Does anyone know more than jstout?



+ Quote



2.0

+ 395

3,633 posts

bruddog

Down with button mashing



Posted January 1, 2013

Report post

In terms of the pure assembly of the game...very doubtful



+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

buck

DARRELL GREEN



Posted January 1, 2013

Report post

where can I find this "option ROM"?



+ Quote



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](#)

pambazos88

Starter



Posted January 2, 2013

Report post

I believe this is that demo. it shows the "xCB(command)" jstout was talking about, but the info. at x8010 to x9F86 (\$A000 to \$BFFF) just sets the play's "reaction", but for messing with the command sequence, it goes up to the x28000 - x2c005 area, letting the Qb pitch before it gets to the scrimmage. (IT'S THE FIRST SLOT AT THE PHI-EAGLES PLAYBOOK)



Members

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155 posts

Location: MX

(only QB and RB1 were hacked) this demo was great!! (I think it was made by xplozv), but this sequence fumbles alot and of course some offense and def. plays have bugs. So what's been modified at these offsets?, and can it be set to fit in a normal playbook ????

[OptionDEMO.zip](#)



Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted January 2, 2013

Report post

On 1/2/2013 at 11:46 AM, pambazos88 said:

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[OptionDEMO.zip](#)

xplozv was personally given a copy of my demo with explanations and he used those to create the rom in the link (I have no part in the design of the plays on his rom).

drunken_honkey and hurricane55 also have option code created by me to work on their TSB 3 NCAA rom (all play designs are created by those 2 on their rom).

For a original playbook, you need to edit out the few x10-x1A play commands to x00-x0A. Then you need to rewrite the plays so that the option works on the plays you want or write up the new plays.



Quote



quince3800

Starter



Members

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151 posts

Posted January 2, 2013

Report post

Jstout,

First, much thanks. I have some more questions.

On 1/1/2013 at 5:06 PM, jstout said:

If you have a rom with the option code then:

x10-x1A (Chance) = Read Handoff, chance of keep x00 = 0% and x10 = 100%

xCB (Location, Player) = Option on path, xFD sets the players to pitch away from

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FB: D8 FA F4, D8 FA 00, DE 00 01, FF 5F BE

The FB will dive behind the RG. If the FB doesn't have the ball then he will block the S.

In the string: QB: D4, D7 FF F8, 12 07, FD 03 E0, CB 21 10 01, DE 00 01, FF 4E BE

- You stated, "xFD sets the players to pitch away from." What then are the next two bytes for? Is each bit significant?
- from "12 07," 12 is a high probability to pitch or to keep? What is "07?"
- CB 21 10 01 is the "21 10" is the location and "01" is the player (QB)?
- how do you establish who you're pitching to?
- can you fully explain what "DE 00 01" is doing? if this is just a location, how is the game supposed to know where the QB goes before he pitches? (there's only one D7 command in the string)

Also, what are the post-DE bytes doing for the HB and FB?



Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Posted January 2, 2013

Report post

quince -

the next two bytes in the FD are selecting which players to pitch away from in a bitwise fashion

(Player) = bits from QB to RT or RE to SS (0 = not set to 1 = set)

03 E0 in binary = 0000 0011 1110

It goes RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS

So pitch away from LOLB, RCB, LCB, FS, SS as those bits are all selected

12 = Tells who there is a chance of handing off too. 2= Handof to FB. The second bit in this command determines who to pitch to. 0= QB 1= RB1 2=RB 2 etc

07= The chance of pitching 0=0% x10=100% so 7 is about a 50% chance.

"CB 21 10 01 is the "21 10" is the location and "01" is the player (QB)?"

01 is the player you have the option of pitching to. 01= RB1 or Halfback.

how do you establish who you're pitching to? -**SEE DIRECTLY ABOVE**

can you fully explain what "DE 00 01" is doing? if this is just a location, how is the game supposed to know where the QB goes before he pitches? (there's only one D7 command in the string)

DE 00 01 is a move relative command that works the same as the D7 command except it makes sure the player gets man or COM control


if he has the ball.

The D7 command is telling the QB where to move before pitching. So he will move relatively towards that location. So yes there is only one move command really.

The DE bytes for the RB and FB are there to make sure the COM or you have control of the player if the QB handsoff or pitches to them.

and tells them where to move otherwise.

JSTOUT can correct me if I typed something wrong here.

 Quote

 1

quince3800 reacted to this



quince3800

Starter
●●●●

Posted January 2, 2013

Report post 

I'm aware of this thread... there's no CB command there, FD is used for a different purpose from what I can tell, there's also no BE listed and the thread goes from DD to DF (no DE included)



Members
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Quote



jstout

Tecmo Super Champion



Members
+ 92
537 posts

Posted January 2, 2013

Report post

On 1/2/2013 at 12:41 PM, quince3800 said:

Jstout,

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In the string: QB: D4, D7 FF F8, 12 07, FD 03 E0, CB 21 10 01, DE 00 01, FF 4E BE

- You stated, "xFD sets the players to pitch away from." What then are the next two bytes for? Is each bit significant?

from "12 07," 12 is a high probability to pitch or to keep? What is "07?"

CB 21 10 01 is the "21 10" is the location and "01" is the player (QB)?

how do you establish who you're pitching to?

can you fully explain what "DE 00 01" is doing? if this is just a location, how is the game supposed to know where the QB goes before he pitches? (there's only one D7 command in the string)

Also, what are the post-DE bytes doing for the HB and FB?

- FD is the command and the 2 bytes following are the data for the command which contain which players to look for in bits (RE to SS). In the example, 03 E0 in bits = %00000011 %11100000 so RE, NT, LE, ROLB, RILB, LILB are set to 0 so we ignore them and LOLB, RCB, LCB, FS, SS are set to 1 so we are looking for them.
- 10-1A is the read handoff command where the 2nd nibble is the player to read handoff with (QB to RT) and the next byte is the probability for the COA/COM to keep/handoff. In the example, 12 = read handoff with FB and 07 is the COA/COM probability.
- CB is the option on path command where the next 2 bytes are the path, and the 3rd byte is the player to pitch to (QB to RT). In the example, 21 10 is the path and 01 is the HB.
- The player to pitch to is in the CB command (explained above).
- DE is the command of a path to move along where if the player has the ball in their possession while in that path the MAN/COM takes control. This is a check to allow the MAN/COM to take control allowing movement as the ballcarrier or if not then perform later actions it needs to as the non-ballcarrier.
- CB and DE location data moves the player exactly how the D7 command does.
- The post HB and FB bytes is the FF command (jump to pointer). In the example, those pointers take them to commands to run block (HB blocks LOLB and FB blocks the SS).

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 2, 2013

Report post

Sorry I edited my post after I re-read and realized you were aware of it.

On 1/2/2013 at 12:52 PM, quince3800 said:

"I'm aware of this thread... there's no CB command there, FD is used for a different purpose from what I can tell, there's also no BE listed and the thread goes from DD to DF (no DE included)"

+ Quote



quince3800

Starter



Members

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151 posts

Posted January 2, 2013 (edited)

Report post

Okay,

I get it. Thank you all again. Sorry to keep bothering you. Last question: What is the code for cancelling a (pre-written) handoff?

@Bruddog: Cool. Thank you for the explanation.

@Jstout: big, big thanks

Edit: I also just realized I thought the "bit" question was as in half of a byte (i.e. 2 and 7 or X% probability). 1) How so you manipulate this if it's not overly complicated? 2) Is the computer actually recognizing a particular player interfering with its running lane and reacting accordingly?

Edited January 2, 2013 by quince3800

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted January 2, 2013 (edited)

Report post

On 1/2/2013 at 1:31 PM, quince3800 said:

Okay,

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@Bruddog: Cool. Thank you for the explanation.

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Edit: I also just realized I thought the "bit" question was as in half of a byte (i.e. 2 and 7 or X% probability). 1) How so you manipulate this if it's not overly complicated? 2) Is

the computer actually recognizing a particular player interfering with its running lane and reacting accordingly?

A nibble is a single digit of a byte so x01 the 0 is the first nibble and 1 is the second nibble and a byte is made of 8 bits (bits are always 0 or 1). In the read handoff, its a straight probability and the CPU doesn't read anything (generally players are far away from a handoff and the CPU isn't able to detect things outside of is a player close). So in my example, 12 07 the read handoff is to the FB and there is a 7 (7/16 = 43.75%) chance the COM QB keeps the ball (MAN player is decided with the button press).

I believe that is what you were asking about.

Edited January 2, 2013 by jstout

+ Quote



quince3800

Starter



Members

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151 posts

Posted January 2, 2013 (edited)

Report post

I meant the string: FD 03 E0.

Bruddog wrote:

"03 E0 in binary = 0000 0011 1110

It goes RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS

So pitch away from LOLB, RCB, LCB, FS, SS as those bits are all selected"

I don't see the relationship between the 03 E0 and avoiding/selecting the LOLB-SS. How can you manipulate this or does it need to be manipulated based on what you just noted? (What do the nibbles mean)?

Does anyone know how to cancel a handoff?

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 2, 2013

Report post

how the TSB play-mastermind -buck (myself)- was kept out of the loop (until now) for this "option play code" is a freaking abomination.

+ 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](#)

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted January 2, 2013

Report post

I'm kind of thrilled that this is getting more activity. Can't wait to see some inclusions of this.

+ Quote



pambazos88

Starter



Members

Posted January 3, 2013

Report post

On 1/2/2013 at 12:34 PM, jstout said:

xplozv was personally given a copy of my demo with explanations and he used those to create the rom in the link (I have no part in the design of the plays on his rom). drunken_honkey and hurricane55 also have option code created by me to work on their TSB 3 NCAA rom (all play designs are created by those 2 on their rom).

+ 123

155 posts

Location: MX

For a original playbook, you need to edit out the few x10-x1A play commands to x00-x0A. Then you need to rewrite the plays so that the option works on the plays you want or write up the new plays.

lol, of course it was you who created it (who else could have..) then that's all the **explanations...?: edit out the few x10-x1A play commands to x00-x0A. Then you need to rewrite the plays so that the option works on the plays you want or write up the new plays.** That is way over my head!! REWRITE THE WHOLE PLAYBOOK!!! (defense as well, I asume) Say,, you wouldnt have that copy of yours, would you?..ha. (just to understand what youre talking about)

+ Quote



pambazos88

Starter



Members

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155 posts

Location: MX

Posted January 3, 2013

Report post

EDIT these play commands??:

x00 to x0A = m2m Player (Time)

x11 to x1A = m2m Player (Time) ***Note these are the improper numbers

where is this info. anyway??

+ Quote



tecmobo

Bo Knows 0.o



Members

+ 155

1,641 posts

Posted January 5, 2013

Report post

This thread is like a secret meeting of tecmo masterminds.

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[Bloomington 2018 Tournament Champion](#)

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[WTF:Classic Champion \(1992, 1998\)](#)

[WTF:Retro Champion \(1986, 1987\)](#)



quince3800

Starter



Members

+ 15

151 posts

Posted January 6, 2013 (edited)

Report post

I want to clear this up if I can...

For cancelling a handoff from the Xplozv rom @84d7 I got:

D5 | CA D8 A4 | FD 01 00 | CB (DC 24) 01 | DE 00 01 | FF 42 BE | E2

This was on a shotgun pitch into a handoff (that can be cancelled by holding A in good time) and that moves into a play action pass if the handoff is cancelled.

D5: shotgun snap

CA: coach*/computer to pointer... a4 c8 (?)

(a4 c8 looks like a defensive command:

C8F450FFADAAD00018ECF30AD8F8D8F414D810F8F428D81018D80C2CFFADAA; before that @a4c5 is d0 d8 e8, which looks like defensive presnap code)

FD, CB and DE commands were described above

... then jump (FF) to BE 52

E2: What is this doing? (This is not a RP boost I'm guessing). I'm assuming this calls for the handoff and not a pitch?

What differentiates this line of code from the (option) pitch given earlier?

Why CA XX XX instead of D7 FF F8 | 12 07? Am I misreading the CA command here? Also, why no probability bytes (12 0X)?

Edited January 6, 2013 by quince3800



Quote



jstout

Tecmo Super Champion

Posted January 6, 2013

Report post



Members

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537 posts

On 1/6/2013 at 12:00 PM, quince3800 said:

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E2: What is this doing? I'm assuming this calls for the handoff and not a pitch?

What differentiates this line of code from the (option) pitch given earlier?

1. You aren't handling the NES banking properly (in the offensive play code \$A000-\$BFFF = x8010-xA00F). So, CA D8 A4 doesn't go to xA4C8 it goes to x84E8 (E2 06 | FE F1).
2. xCB (Location, Player) and a location is Y,X coordinates so DC is the Y and 24 is the X and Player is 01. x100 - xDC = 4 Yards Upward and x24 - x00 = 4 Yards Forward.
3. The E2 isn't doing anything in the play code above.

This code says to Take the Shotgun Snap, COA/COM RP boost, Set to look for RCB (%00000001 %00000000), move 4 yards upward and 4 forward with the option pitch to RB1, take control if ballcarrier else block RILB.

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted January 6, 2013

Report post

Thank you for the correction about the pointers. Sorry.

What's making this a handoff and not a pitch then? The play on the room is a (cancelable) handoff.

+ Quote



jstout

Posted January 6, 2013

Report post

Tecmo Super Champion



Members

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537 posts

On 1/6/2013 at 12:34 PM, quince3800 said:

Thank you for the correction about the pointers. Sorry.

What's making this a handoff and not a pitch then? The play on the room is a (cancelable) handoff.

I don't know which play this is without looking but its definitely not a handoff by the code you posted. That code only contains an option pitch command.

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A-button to cancel handoff and A to pitch along a path

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By quince3800, December 18, 2012 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)**quince3800**

Starter



Members

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151 posts

Posted January 6, 2013 (edited)

[Report post](#)

Okay,

I don't know what happened before, but I got this the second time @88c4:

`D5 | F3 10 | 11 06 | CA C5 A8 | DE 00 01 | D8 F0 08 | FF 32 B8 ("wait for contact"); 88d5 = E2 06 E3 06`

@8859:

`D5 | F3 18 | 11 07 | CA 5D A8 | DE 01 01 | D8 10 C8 | D8 20 E8 | FF 32 B8 | E2 06 E3 03; 886d = E2 06 E3 03`

D5: shotgun snap

11 0X: handoff to HB, probability

CA: COA/COM pointer to... RP and MS boosts

DE 0X 01: pitch movement (before choice) command (Y, X)

D8 YY XX: movement

FF B8 32: jump to 32 C8 (= 3A 57 34 43 3A 66 A3 11 33 86 65 A5 35 34 73 00...??)

These look like they could be handoff codes because I took two different examples and they read very similarly, plus the 11 0X command. The RB should not be taking a shotgun snap in this instance and this (F3 2C | E2 02 | D8 F0 D0 | D8 E4 00 | DE 00 01 | D8 E4 18 | FF 32 B8) should be the RB code for the second example (@8888) I think.

Does the absence of the FD and CB commands make for the handoff code?

Edited January 6, 2013 by quince3800

+ Quote



jstout

Tecmo Super Champion



Members

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537 posts

Posted January 6, 2013

Report post

On 1/6/2013 at 1:43 PM, quince3800 said:

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@8859:

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Does the absence of the FD and CB commands make for the handoff code?

Yes, this is a read handoff. The absence of the CB with the FD command means there is no option pitch while the 10-1A command is what creates the read handoff action.

In your analysis, DE YY XX is a cleaner look to be shown (the DE is the command to take control if ballcarrier and 00 01 just makes it the shortest possible check path) and FF 32 B8 goes to x9842 (F4 00 | FE FE) instead of the other stuff.

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted January 6, 2013

Report post

Very cool. Thank you again.

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted January 6, 2013

Report post

Sorry again,

How do you manipulate the FD commands and what importance does this really have given that the computer isn't truly reacting to or aware of who is in front of the ball carrier?

+ Quote



jstout

Tecmo Super Champion



Posted January 6, 2013 (edited)

Report post

On 1/6/2013 at 2:20 PM, quince3800 said:

Sorry again,

How do you manipulate the FD commands and what importance does this really have given that the computer isn't truly reacting to or aware of who is in front of the ball carrier?

Members

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The FD command gives the COM the ability to check that certain players are near. The option pitch uses this knowledge for the COM to pitch the ball when a set player is near thus giving it some awareness of what is going on (we don't want to pitch when a player is near that is supposed to be block by an OL for example). Without the command the player would always keep the ball thus there wouldn't be any option ability.

The FD command is just simple bit manipulation (each bit is a player with the order RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS):

x80 = %10000000
x40 = %01000000
x20 = %00100000
x10 = %00010000
x08 = %00001000
x04 = %00000100
x02 = %00000010
x01 = %00000001
x00 = %00000000

Example: x03 = x02 + x01 for %00000011. So FD 03 00 would be %00000011 %00000000 having the 7th and 8th player set (LOLB and RCB).

Edited January 6, 2013 by jstout

+ Quote



Yak

Tecmo Fanatic



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Location: Boston, MA

Posted January 6, 2013

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quince3800

Starter



Posted January 19, 2013 (edited)

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Greetings,

I think I'm doing something wrong with the coding. I was able to create a mesh point (QB-to-



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FB), which I verified does in fact work using a copy of the OptionDEMO rom Jstout posted. This will not, however, work on the original (TSB 91) rom.

I then went looking around and found significant differences between the DEMO rom and the original @18163 and on. What exactly was done to the OptionDEMO rom to make it run the handoff and pitch options? Does this affect any other aspect of the game other than play writing? What offsets be pasted onto any rom (including the 3-4 / 4-3 rom) in order to get this same feature to operate?

Edit 2: The answer to this is cutting and pasting x28000 - x2c005 from the OptionDEMO rom posted earlier in this thread.

Edit: The changes made to create the 4-3 rom are VERY significant and often I notice that people use potentially overlapping free space within the rom in order to hack in what they want done. Hence, the last question.

Also, I've been using the following code for RB1, who is to receive the pitch in the triple option:

```
D7 30 00 | DE 18 10 | (DE 00 14) | FF 5F/4E BE
```

I can get the QB to move through the handoff fake to RB2 and then continue, pitching with A. However, when RB1 gets the ball, I don't get control immediately--and haven't been getting it at all because RB1 is always tackled. No matter what the code after the DE sequence (even if there's only 1), the back seems to run where ever he wants.

Is there something written into the code that has the ballcarrier on autodrive for X amount of time until the user gets acclimated to the fact that the back has the ball? If so, how do you eliminate or modify this?

Edited January 20, 2013 by quince3800

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pambazos88

Starter



Members

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155 posts

Location: MX

Posted January 19, 2013

Report post

On 1/19/2013 at 8:56 AM, quince3800 said:

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I asked the same thing, but now, taking a look at the **CollegeDEMO** you can pitch many times (I dont know how many), (and there's a bug when you reach the scrimmage line though).

Because the OptionDEMO had so many bugs with the plays I asked jstout if I can merge that Demo, into another rom, and he answered me with this:

For a original playbook, you need to edit out the few x10-x1A play commands to x00-x0A. Then you need to rewrite the plays so that the option works on the plays you want or write up the new plays.

But checking for the plays in the offense, I just found out 2 of these commands (I'm not even sure if I read them correct), so I checked the defense, but when I was about to, I "copy-pasted" bruddog's defense-hack rom, and the Option ran SMOOTHLY!, (Now, it has minor bugs, but that option-code works, only jstout can tell you how...)

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pambazos88

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Location: MX

Posted January 19, 2013 (edited)

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Here's the **Straddled-TRIPLE-OPTION** rom I made with the code in the OptionDEMO (where you can see perfectly the "bugs" on the Defense.)

[Triple option.zip](#)

And here's the rom I made using **bruddog's defense-hack** (which is almost perfectly MAN playable) (COM-COA bugs)

[Triple2.zip](#)


This ROM has a double pitch option (first, almost immediately, and second on path)

Of course reading the defense is the essential part for running an Option, so with this rom you can do that with ease. When COM plays it, you can see how instead of "pitching" the ball for the first choice, the QB hands it over to RB, if he goes for 2nd, he fakes the hand off (on his second choice he "stands", and in his third, he will pitch the WR).

And here's the rom I made using **quince3800's** advice, and **jstout** notes on this thread, where the **A-Button cancels the handoff**, (sorry I didnt read the title correctly) and QB continues with the option.

[Triple.zip](#)

Edited January 21, 2013 by pambazos88

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pambazos88

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155 posts

Location: MX

Posted January 19, 2013 (edited)

Report post 

 On 1/19/2013 at 8:56 AM, quince3800 said: 

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Is there something written into the code that has the ballcarrier on autodrive for X amount of time until the user gets acclimated to the fact that the back has the ball? If so, how do you eliminate or modify this?

I dont know nothing on the offensive commands, but me having the same problem, just can say I ended making shorter every initial "path", but longer the final one (where HB gets the

higher probability of being pitched) , then immediate control at some re-direction point (MAN/COM) (xE4/xDF)

Edited January 21, 2013 by pambazos88

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bruddog

Down with button mashing



Moderators

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Location: Ca

Posted June 29, 2013

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Did anyone ever make a patch or figure out the hex set commands for this?

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quince3800

Starter



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Posted July 3, 2013 (edited)

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✓ On 1/2/2013 at 11:46 AM, pambazos88 said:

I believe this is that demo. it shows the "xCB(command)" jstout was talking about, but the info. at x8010 to x9F86 (\$A000 to \$BFFF) just sets the play's "reaction", but for messing with the command sequence, it goes up to the x28000 - x2c005 area, letting the Qb pitch before it gets to the scrimmage. (IT'S THE FIRST SLOT AT THE PHI-EAGLES PLAYBOOK) (only QB and RB1 were hacked) this demo was great!! (I think it was made by xplozv), but this sequence fumbles alot and of course some offense and def. plays have bugs. So what's been modified at these offsets?, and can it be set to fit in a normal playbook ????

[OptionDEMO.zip](#)

Is it just me or is this hack glitchy? I noticed it when I first downloaded the optionDEMO rom and have also noticed that by copying the suggested section (x28000 to x2c005), you wind up with problems with the shotgun hikes. The "1" or "2" over the QB disappears; the screen shoots in different directions at random; the player indicator over the man controlled defensive player changes at random, although leaving you with control of the player you selected. In addition the 'ball carrier' switched after having pitched and run for a while to a defensive player; yet, when I crossed into the end zone, it was still a TD.

Pasted onto the 2007 32-team rom, it completely disabled everything--endless plays and the ball not getting to the QB, but going to the select DL on the other team.

*Note the RB going to the outside would have a different path, but still end in DE YY XX, FF XX XX.

I posted this mainly to show that there is no need for an FF command for the QB in order to move from the handoff/fake handoff to the option run and pitch. (I actually couldn't get that to work for me).

Here's a successful triple option code I've been working on.

QB (top): D4 | D7 00 FB | F3 13 | 12 07 (meaning A to cancel handoff to RB at 07 random %) | FD 03 E0 (the information explaining this is noted above in the thread) | D7 F0 04 | CB F8 08 01 (tells the QB who to pitch to [01 = RB1] following the YY XX path) | DE 00 04 (the range within with you can pitch) | FF 32 B8 ("stand forever"; note jstout fix below)

RB2 (top, diving): F3 14 | D8 DF 1C (this gets the FB in between the 3-4 TDE and NG without the MAN having to figure out where he would fit, just run straight; use D8 01 1C for the bottom dive to get the same effect) | DE 00 08 (continuing straight with get the FB through the LOS cleanly) | FF 3C BE

(This was done using the placement graphic posted by Tecmonster here:

<http://tecmobowl.org/topic/11445-create-your-own-defenses/page-3?hl=%2Bcreate+%2Bdefense#entry100429>).

RB1 (top, outside pitch man): F3 21 | D7 E8 00 | D7 EA 20 | DE 00 01 | FF 38 B8 (this code makes the pitch man imitate the ball carrier's movements, though that might be a glitch)

Also, I didn't get this when it was first written, so I'll post this too. For pitching away, I've not tested any of this, but the binary chart is as follows:

Hex
Binary
0
0000 0000
1
0000 0001
2
0000 0010
3
0000 0011
4
0000 0100
5
0000 0101
6
0000 0110
7
0000 0111
8
0000 1000

9
0000 1001
A
0000 1010
B
0000 1011
C
0000 1100
D
0000 1101
E
0000 1110
F
0000 1111

RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS
Hence, the above FD 03 E0, means the following:

03= 0000 0000
0000 0011
E0= 0000 1110
0000 0000

Thus: 0000 0011 1110... RE, NT, LE, ROLB, RILB, LILB, [LOLB](#), [RCB](#), [LCB](#), [FS](#), [SS](#)
(... the 12th bit does mean anything because there's 11 players)

Edited July 3, 2013 by quince3800

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 2



Yak and buck reacted to this

jstout

Tecmo Super Champion



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537 posts

Posted July 3, 2013

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On 7/3/2013 at 6:29 AM, quince3800 said:

Here's a successful triple option code I've been working on.

QB (top): D4 | D7 00 FB | F3 13 | 12 07 (meaning A to cancel handoff to RB at 07 random %) | FD 03 E0 (the information explaining this is noted above in the thread) | D7 F0 04 | CB F8 08 01 (tells the QB who to pitch to [01 = RB1] following the YY XX path) | DE 00 04 (the range within with you can pitch) | FF B8 32 (supposed to be "stand forever," but it's not working that way right now)

Your FF wouldn't work here because the B8 32 needs to be reversed. The Address Lo Byte should be first and the Address Hi Byte second.

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 3



quince3800, Yak and buck reacted to this

quince3800

Posted June 9, 2016

Report post

Starter



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The code for this @28000-2c005 overlaps with numerous other hacks. Is there a way to change this?

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quince3800

Posted June 9, 2016

Report post

Starter



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This hack can be made to pass where the QB makes a choice as to whether to pitch (and/or likely handoff also) or to go into the passing command. I haven't gotten much into the other similar command, but from Xplozv's College Demo rom you have:

C1 28 C8 D9 94 04 33 32 31 F5 42 B8 FF 32 B8 C1 3A 3C before a string that calls it up:
@9750: CC **FE ED** (jump back 12 hex spaces from FE to the beginning of the above text)

@9753: CA **51 B7** (pointer to the FE loop command @9751; does the CC belong to the above?... presumably, yes)

... D5 (shotgun snap; this could change)

CB 00 F8 | 01 (pitch to RB1 after following the YY, XX path)

DE 00 01 (interval over which the QB can pitch)

FF 32 B8 (stand forever)

Note that the pointer is **43b7**, which gives @9753, so you have to call it to the right spot, otherwise the QB just falls down immediately after taking the snap.


Also, all of the 1X 00 FE EA man series commands have to be written out, as is noted above. If not the defense will take control of the ball after 10-12 seconds into the play.

I haven't figured out what constitutes a good pitch sequence, but you have to D7/D8/D9 the back over the LOS after receiving the pitch (I have F3 28 | D9 90 01 | DE 08 10 | **A4** | FF 32 B8 right now—I don't know what the A4 is doing), otherwise the RB will become the QB. (As of right now and if you wait to pitch, then the RB will still act like the QB though). There may be another way of doing this (or not because it seems that Xplozv had a similar thing going on), but I don't know of it yet.

There's another similar code @96cb that reads: **C1 55 D2 D9 94 24 43 32 31 F5 42 B8 FF 32 B8 C1 05 19** (CC?). What follows @96DD is:

(minus the CC, which is included just above) **FE ED** | C1 0F 19 | FD E2 04 | E3 04 | D8 CC F0 | 27 38 B8 | FE D2 | D4 | C0 00 DC | E4 | 2C 03 B7 | C0 00 E0 | F0 80 | C7 FD B6 | C1 5A D2 | **D9 (=?)** | 93 54 42 31 | **F3 42 B8** | FF 32 B8


I'll pick this apart later. Also, note that I took the @28000-2C005 sequence from Xplozv's rom in testing, which he edited, but it seems not to matter which version (his or Jstout's) you use. I still don't know where you can move Jstout's tapping hack or the no fumble after TD hack though. You can't move them to the blank space starting @2FEF0 or @2CF50.

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