



COM defensive coverage late in season

By buck, May 25, 2009 in Hacking Documentation

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street**Tecmo Titles:** Lincoln V (2015)

Posted May 25, 2009

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Is there code in TSB (besides "JUICE") that makes COM defense cover more WRs as the season progresses/MAN gets more wins?

It seems to me that either:

1. there is some "extra code" that makes COM cover more WR as season goes on,
2. or COM is picking the best possible pass play to get max coverage as the season progresses

I've tried setting a high "INT Juice" for every week and that doesn't do it. Even with all the same "INT Juice" the coverage still increases as I get more wins...[And I don't want to hack the defensive play bytes because I don't want to interfere with MAN side of the ball.]

I want to make only COM cover more WRs all the time and it seems to me that there is something happening to make them cover more later in a season. But I don't understand how it works.

[+ 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](#)**TomTupa**

Tecmo Legend



Posted May 25, 2009

[Report post](#)

yeah the run and pass coverages increase just like the juice, but nobody has ever told why



Members

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2,004 posts

Location: Indiana



Quote



 [sigs.php?player=dajabec](#)



Tecmo Tunes Tecmo-themed song parodies

buck

DARRELL GREEN



Posted May 25, 2009

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It's like an overall COM "aggressiveness" factor. It would be nice to turn this up sooner in a season.



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted May 26, 2009

Report post 

Agreed...this would make things a lot better for single player play...



Quote



AIM: TecmoTurd



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buck

DARRELL GREEN



Posted May 27, 2009

Report post 

I did a little searching last night but couldn't find it. I was looking for code that loaded up at the start of the game - similar to "juice" code - it's loaded at the beginning of the game. I



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

wasn't able to find any values that loaded in a similar pattern, except stuff around xE07C.

Does anybody know what is going on around xE07C to xE0AB?

I'm going to look for code that's loaded when COM defense gets on the field, hopefully I can find a pattern...we've got to find this COM "mojo"!



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 27, 2009

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✓ buck said:

Does anybody know what is going on around xE07C to xE0AB?

that has something to do with the "week 1-17" text that displays at the intro to a season game.



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 25, 2009

Report post

just a bump here, but I'm still pretty darn sure that there is some other kind of cpu mojo goin' on as the season progresses...I'm not sure how to find it, though. any ideas on how to use fceuxdsp or something?



Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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TecmoTurd

Posted August 25, 2009

Report post

Tecmo Legend



Members

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2,947 posts

If I knew the answer to this, I'd be super happy. I did some searching myself, but I couldn't find it either...

Specifically, I'd like this for the SNES, although I assume once we find it in the NES, it'd be easy to port.

+ Quote



AIM: TecmoTurd



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cxrom

Posted August 26, 2009

Report post

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

I think I may have found it:

This code is ran at the start of the game...I think it also sets the juice.

```
; 0x034106
$80F6:A0 B2      LDY #$B2                ;
$80F8:B1 3E      LDA ($3E), Y           ; wins
$80FA:A0 B3      LDY #$B3                ;
$80FC:38         SEC                                           ;
$80FD:F1 3E      SBC ($3E), Y           ; losses
$80FF:B0 10      BCS $8111                ; if (wins - losses >= 0) goto $
$8101:4C 0F 81   JMP $810F
$8104:20 58 81   JSR $8158
$8107:C9 30      CMP #$30
$8109:F0 04      BEQ $810F
$810B:C9 03      CMP #$03
$810D:D0 2D      BNE $813C
$810F:A9 00      LDA #$00                ; else, set difference to zero
$8111:8D 7D 66   STA $667D                ; save difference
```

When the ball is snapped this code is ran:

```
; 0x028B3F
```

```
$8B2F:AD 7D 66 LDA $667D ;
$8B32:C5 DE CMP $DE
$8B34:90 03 BCC $8B39
$8B36:4C C5 97 JMP $97C5 ; <---harder ai
$8B39:4C 1B 80 JMP $801B ; <---softer ai
```

By NOP'ing the **BCC \$8B39** out, the CBs almost always covered the receivers, the ILBs either double covered/ran back and forth between 2 receivers/rushed the qb. When I NOP'ed the **JMP \$97C5** too, the defense usually just stood there. I need to test it out a bit more (I only tried season, MAN vs COM, MIN vs DET).

+ Quote



buck

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 26, 2009

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cxrom said:

I think I may have found it:

kick...

...ass

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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buck

DARRELL GREEN



Members

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Location: Tecmo Super Street

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Posted August 26, 2009

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yeah, in preseason mode -> setting 0x28b44 and 0x28b45 to EA seems to give the cpu late-season AI - even in RUN defense...hot damn.

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted August 26, 2009

Report post

any chance you could find the SNES location, cx? I looked for a similar string and couldn't find one...

I wonder how this works...does it use the value that's there until your record gets to a certain point, and then it flips this flag to no operation? Basically...if the game detects nop in this location, it's good coverage, otherwise it's preseason style coverage?

Now that I started teaching myself 6502, I understand a bit more what's going on...so the reason I couldn't find the string is because the CMP and the JMPs are pointing to memory locations, and those are likely different in the SNES. I was able to find 90 03 4C in about a million spots, now I just need to find one near a C5

+ Quote



AIM: TecmoTurd



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buck

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why don't you search for "C5 DE 90 03 4C"

I searched for it and can't find it

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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TecmoTurd

Posted August 26, 2009

Report post

Tecmo Legend



Members

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I think I found it (SNES)...
x19519 should be xEAEA...more testing needed...

+ Quote



AIM: TecmoTurd



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TecmoTurd

Posted August 26, 2009

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I think the DE is is not in the snes. I think I found it as I said in the last post, XVI32 has a wildcard character search. I will test tonight.
If this does work, I think the juice code for interceptions should be altered, as it might be near impossible to pass.

+ Quote



AIM: TecmoTurd



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buck

Posted August 26, 2009

Report post

DARRELL GREEN



Members

✓ TecmoTurd said:

If this does work, I think the juice code for interceptions should be altered, as it might be near impossible to pass.

Yeah, I'm playing thru a season right now with this MOJO hack...get your JJs and timed-Dive catches in order!

I'm gonna look into a random branch...so at least there's a chance that you can get somebody besides a HB or TE open.

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

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"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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cxrom

Veteran



Members

+ 19

373 posts

Location: Phoenix, AZ

Posted August 26, 2009

Report post

Quote

I think the DE is is not in the snes. I think I found it as I said in the last post, XVI32 has a wildcard character search. I will test tonight.

The \$DE is a ram address, so it probably won't be the same on the snes. If it doesn't turn up, I can take a look tonight when I get home.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 26, 2009

Report post

so that 4C C5 97 jump - how do I calculate where in the rom that is jumping to (\$97C5)?

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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cxrom

Veteran



Posted August 26, 2009

Report post

What I usually do is set a breakpoint in the debugger on the address I'm trying to find. When it snaps, right click on the left side of the debugger window and some text should pop up that says "go here in rom" or something like that.

+ Quote



Members

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373 posts

Location: Phoenix, AZ

TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted August 26, 2009

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Buck, that random thing is intriguing. Let me k ow what you find.
cxrom, thanks for the response. Once I looked at the code, I realized the DE was a me
address. If my tests don't pan out, I might have to consult with you. Thanks much.

+ Quote



AIM: TecmoTurd



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Posted August 26, 2009

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Unless my eyes deceive me, that is definitely it for SNES. Everyone was covered a helluva lot
more often and I had to get lucky enough to have a guy wide open or hope for a diving
CC...very cool.

Now if we could come up with some way to make it a little more randomized so it wasn't so
darned difficult...running was effin' impossible with this turned on...

+ Quote



AIM: TecmoTurd



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TomTupa

Tecmo Legend

Posted August 27, 2009

Report post

Well... You could have juice turned off and just have the normal players but with the



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2,004 posts

Location: Indiana

improved AI which would make the attributes actually matter instead of playing against a team of madmen.

But anyways... great find!! I've always wondered where that boost came from I'm glad it's finally been found.

Now if only someone could figure out how to have the cpu randomly pick a player and then give the guy with the # over his head a boost I'd have my wishlist just about complete.

+ Quote



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jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted August 27, 2009

Report post

cxrom said:

When the ball is snapped this code is ran:

```

; 0x028B3F
$8B2F:AD 7D 66 LDA $667D      ;
$8B32:C5 DE     CMP $DE
$8B34:90 03     BCC $8B39
$8B36:4C C5 97 JMP $97C5      ; <---harder ai
$8B39:4C 1B 80 JMP $801B      ; <---softer ai

```

Interesting, I never looked hard for this since I didn't think it existed. But I wanted to know what \$DE was and I had a pretty good idea from doing the play coding.

From my play design post:

xC8 = COM Jump To (Pointer, Random). \$DE = Random in the C8 command while \$667D = Juice Level

This code isn't exactly doing harder AI and softer AI. It is deciding whether to jump to the Pointer (\$97C5) or skip the Pointer (\$801B). Just in the original game the C8 commands are better for obvious reasons now explained.

+ Quote



cxrom

Veteran



Posted August 27, 2009

Report post

I thought there might be more to it since the code was called multiple times before the play, with different values each time.



+ Quote



Members

+ 19

373 posts

Location: Phoenix, AZ

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 27, 2009

Report post

▼ jstout said:

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So is this just a binary situation, either C8 or no C8? Is there a way to "soften" this or make it randomly occur on a play-by-play basis?

...maybe jump to a created subroutine which basically flips a coin and either jumps to \$97C5 or doesn't?

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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By buck, May 25, 2009 in [Hacking Documentation](#)

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jstout

Tecmo Super Champion



Members

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537 posts

Posted August 27, 2009

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buck said:

So is this just a binary situation, either C8 or no C8? Is there a way to "soften" this or make it randomly occur on a play-by-play basis?
...maybe jump to a created subroutine which basically flips a coin and either jumps to \$97C5 or doesn't?

Buck, it works like this:

RILB BC93:

```
SetBall, E0, 18, 2pt,  
CPURandom, $B9E6, 06,  
Jump, $AFDF //
```

I broke this down a bit but CPURandom = C8 command. Location \$B9E6 does a random chance at m2m FB, WR1, or TE. Location \$AFDF does a small move, pause for a time period, then pass rush.

\$DC, \$DD, \$DE are used by the play design. In the CPURandom above: \$DC = xE6, \$DD = xB9, \$DE = x06. In the code cxrom posted: Location \$97C5 makes the player's current play location = \$B9E6 and Location \$801B makes the player's current play location = the Jump above (skipping the pointer).

So if the Juice Level < x06, the RILB will pause then pass rush but if the Juice Level >= x06 the RILB will m2m either the FB, WR1, or TE.

Basically, you could adjust C8 levels or add in C8 commands to make the CPU do various things based upon the juice level.



buck

DARRELL GREEN



Members

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Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 27, 2009

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jstout,

I was referring to creating a subroutine (called at\$8B34) that decides on a random chance that "\$8B36:4C C5 97 JMP \$97C5 ; <--harder ai" would even be executed. Because, dropping EA EA in for the "\$8B34:90 03 BCC \$8B39" gives good coverage - all the time.



"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind."

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TecmoTurd

Tecmo Legend



Members

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2,947 posts

Posted August 31, 2009

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stout gave me some code for randomizing the coverage to check out complete with how it all works. I'm gonna try and implement something into the SNES when I get a chance...



AIM: TecmoTurd



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buck

DARRELL GREEN



Posted August 31, 2009

Report post

✓ TecmoTurd said:

stout gave me some code for randomizing the coverage to check out complete with how it all works. I'm gonna try and implement something into the SNES when I get a chance...

any chance you can forward that to me (or post it)? I would like to implement something into the NES. 😁

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

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TecmoTurd

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Report post

Right on brother, I'll post it when I get to a device that's not my phone.

+ Quote



AIM: TecmoTurd



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TecmoTurd

Tecmo Legend



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Posted August 31, 2009

Report post

Here's what stout gave me:

;The NES 0x028B3F

\$8B2F:AD 7D 66 LDA \$667D ; Team Juice Level

\$8B32:C5 DE CMP \$DE ; Player Juice Level

\$8B34:90 03 BCC \$8B39

\$8B36:4C C5 97 JMP \$97C5 ; If Team Juice Level >= Player Juice Level

\$8B39:4C 1B 80 JMP \$801B ; If Team Juice Level < Player Juice Level

For a straight %:

LDA \$3D ; Random Number - \$3B or \$3C also would work

CMP #80 ; 50% for each (can adjust for different%)

BCC :+

JMP \$97C5

: JMP \$801B

For Player Juice Level making %:

LDA \$3D ; Random Number - \$3B or \$3C also would work

AND #0F ; Range of 0-15

CMP \$DE ; Player Juice Level

BCC :+

JMP \$97C5

: JMP \$801B

I've not played around with it yet, but I plan to soon...

+ Quote



AIM: TecmoTurd



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TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted September 3, 2009

Report post

Here's the set patch for SNES:

```
SET(0x19519,0x5cada680ea)
```

```
SET(0x26AD,0xad0202c98090045c06a5835c428883)
```

x80 in red signifies the cutoff point between two halves of the allowable random number values 0-255 (x00 - xFF). The code takes a random number and checks if it's in the first half or the second half of those values. If it's in the upper half, it uses hardcore coverage, otherwise it uses limp noodle coverage. since x80 = 127, or halfway between the allowable values, the probability is 50% either way. You can replace that x80 with anything from x00 - xFF. The lower the number, the more often you'll see hardcore coverage.

Sidenote:

This was my first attempt at writing my own patch while attempting to teach myself assembly and rom hacking on an advanced level. I wasn't able to do it 100% by myself yet, as there were surprises I did not foresee, even for a simple patch such as this, but jstout has been graciously answering questions, providing lengthy informative answers, and guiding me along. Many MANY thanks to him for this. One day I hope to be as useful with the stuff as he is. Honestly, assembly wasn't that hard to pick up once I found a good "6502 for dummies" tutorial (see [this link](#) if you're interested, it's really simple and easy to follow). The harder part is finding out all the intricacies of how roms are laid out, banks of memory, pages, loROM, hiROM, etc...the road ahead is long, but I'm determined to get there.

+ Quote



AIM: TecmoTurd



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Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted September 3, 2009

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✓ **TecmoTurd said:**

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Most excellent. I have not the time nor interest to delve this deeply/specifically into the world of ROM-hacking, although I have profound respect for those who are/do, so I'm happy more of us are committed to that type of TSB journey. I wish you merry times of discovery!

+ Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted September 3, 2009

Report post

You must have delved somewhat deep for what you did with TSC. Either way, it's been super fun (and effin' frustrating thus far), but thanks for the merry wishes.

"Tis the season to be Merry."

"Well that's my name."

"No shit?"

+ Quote



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Yak

Tecmo Fanatic



Members

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5,286 posts

Location: Boston, MA

Posted September 3, 2009

Report post 

Only enough to be able to affect the top-layer on-screen results. The kind of schooling it takes to do what CX_ROM and Jstout do with the game (content building) takes more patience with learning formula and data than my generally right-sided brain is able to process. I give generous amounts of daps to those so inclined.

 Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted September 3, 2009

Report post 

How does the instruction: LDA \$3D generate a random number?

 Quote



TecmoTurd

Tecmo Legend



Members

Posted September 4, 2009

Report post 

It doesn't, it loads the value at address \$3D into the accumulator. \$3B, \$3C, and \$3D change every 1/60 seconds and can be a value of x00 - xFF. This is for the NES, though. The SNES has these at different spots, but same concept.

 Quote



+ 102

2,947 posts

AIM: TecmoTurd



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bruddog

Down with button mashing



Moderators

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Location: Ca

Posted September 4, 2009

Report post

Gotcha. Thanks. I'm trying to reprogram the OL vs DL to the percentages I want. I could do it in the individual play code but its very cumbersome.

+ Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted September 4, 2009

Report post

I was thinking of testing out the ratio of covered plays later in the season in order to pick a better number for the coverage patch for earlier in the season. That way it plays a lot like it would if you were juiced late in the season. I will do this because right now it's a way too hard to run.

+ Quote



AIM: TecmoTurd



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john3:16

Member



Posted February 27, 2010

Report post

✓ buck said:



Members

0

29 posts

yeah, in preseason mode -> setting 0x28b44 and 0x28b45 to EA seems to give the cpu late-season AI - even in RUN defense...hot damn.

Would anything less change the coverage or does it have to be EA? thanks

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 27, 2010

Report post

It has to be 'EA' at that spot. There are no variations.

However, this is from a Tecmo Turd post above:

;The NES 0x028B3F

\$8B2F:AD 7D 66 LDA \$667D ; Team Juice Level

\$8B32:C5 DE CMP \$DE ; Player Juice Level

\$8B34:90 03 BCC \$8B39

\$8B36:4C C5 97 JMP \$97C5 ; If Team Juice Level >= Player Juice Level

\$8B39:4C 1B 80 JMP \$801B ; If Team Juice Level < Player Juice Level

For a straight %:

LDA \$3D ; Random Number - \$3B or \$3C also would work

CMP #\$80 ; 50% for each (can adjust for different%)

BCC :+

JMP \$97C5

: JMP \$801B

For Player Juice Level making %:

LDA \$3D ; Random Number - \$3B or \$3C also would work

AND #\$0F ; Range of 0-15

CMP \$DE ; Player Juice Level

BCC :+

JMP \$97C5

: JMP \$801B

Quote

Would anything less change the coverage or does it have to be EA? thanks

+ 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](#)

tecmoaddict

Member

Posted October 28, 2010

Report post



Members
0
20 posts

Is there anyway to have a variable coverage for the COM defense or does it have to be soft/
max coverage? Has anyone tried this for any of the sega tecmos?

+ Quote



"I've learned that life is one crushing defeat after another until you just wish Flanders was dead." x

TecmoTurd

Tecmo Legend



Members
+ 102
2,947 posts

Posted October 28, 2010

Report post

I have a hack for the SNES that does this, uses a probability to determine if the coverage should be soft or heavy...

+ Quote



AIM: TecmoTurd



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TecmoBowlSwede

Promising Rookie



Members
+ 1
47 posts

Posted August 27, 2012

Report post

It is possible to turn it off? To get preseason/week1 coverage all the time.

+ Quote



TecmoTurd

Tecmo Legend



Posted September 25, 2012 (edited)

Report post

Because I needed this for something, I had to have jstout reclarify some points on how this worked for the NES. So, in the process, he converted these to hex for me. I thought I'd share here for anyone who wants them:
NES Late Season COM Coverage:



Members

+ 102

2,947 posts

Straight %

SET(0x028B3F, 0xa53dc98090034cc5974c1b80)

where you can modify x80 to be anything from x00 to xFF. x80 is a 50% chance of tough coverage. The lower the number, the more probable it is that the coverage will be tougher...

Player juice making %

This was explained to me like this..."The play code for a LB might be Cover TE 07, Cover FB 04, Stand. For the original if the team juice is more than 07 then he will cover LB, if not then if more than 4 cover FB, else stand" The way I understand it, this patch uses the juice for the player (not the team as in original) from the play chosen and compared to a random number 0-15. If I'm not mistaken, this has a similar effect as the random number patch above but just calculates it in a different way depending on the play called...

SET(0x028B3F, 0xa53d290fc5de90034cc5974c1b80)

Edited September 25, 2012 by TecmoTurd

+ Quote

1



Ghost reacted to this

AIM: TecmoTurd



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TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014

Report post

I tried this hack on the repo ROM and for whatever reason, it freezes my powerpak when the CPU is on offense. I picked GB vs. Atlanta, and whenever the CPU handed the ball off, the game borked up. I'm hoping jstout can look into it, I sent him the files...

+ Quote



AIM: TecmoTurd



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buck

Posted December 3, 2014 (edited)

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

yeah, it might be because the defensive and offensive plays are in two different spots, because the 4-3 hack requires that they are. maybe the mojo doesn't get linked right?

which leads me to a good point, has anyone actually played a full season on the TBorg 2015 rom (or any 4-3 defense rom) yet? who knows, maybe the 4-3 defense rom always shits the bed when the mojo is supposed to kick in...

just brainstorming.

Edited December 3, 2014 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](#)

TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014

Report post

Ahh ok. I've never been a fan of the 4-3 hack. I wish there was a repo rom that had everything BUT the 4-3 hack.

+ Quote



AIM: TecmoTurd



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buck

Posted December 3, 2014

Report post

DARRELL GREEN



On 12/3/2014 at 10:14 AM, TecmoTurd said:





Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Ahh ok. I've never been a fan of the 4-3 hack. I wish there was a repo rom that had everything BUT the 4-3 hack.

same here about the 4-3 hack, and I was just thinking about a rom like that a couple of days ago.



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](#)

TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014

Report post

I love the rest of the repo rom so if it was same except for the 4-3 hack removed, is be grateful for that.
4-3 strays too far from the original game imho, and it makes tsbtool not work so you can't tweak it.



Quote



AIM: TecmoTurd



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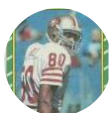
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COM defensive coverage late in season

By buck, May 25, 2009 in [Hacking Documentation](#)

[Following](#)

2

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted December 3, 2014

[Report post](#)

Also agree on the 4-3 hack. I don't like it primarily because the o-line blocking schemes are flawed against it.

[+ Quote](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 3, 2014

[Report post](#)

So it works in an emulator but not on the powerpak?

On 12/3/2014 at 8:05 AM, TecmoTurd said:

I tried this hack on the repo ROM and for whatever reason, it freezes my powerpak when the CPU is on offense. I picked GB vs. Atlanta, and whenever the CPU handed

the ball off, the game borked up. I'm hoping jstout can look into it, I sent him the files...

+ Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014

Report post

I haven't gotten it to freeze on the emu. I haven't tried very long though. I'll try some more.

+ Quote



AIM: TecmoTurd



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bruddog

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Posted December 3, 2014

Report post

can you send me the rom...the only patch you applied is the set command above right?

+ Quote



TecmoTurd

Tecmo Legend



Posted December 3, 2014

Report post

Email? I did juice and the set patch above

+ Quote





Members

+ 102

2,947 posts

AIM: TecmoTurd



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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 3, 2014

Report post

Just PM it to me on here

+ Quote



bruddog

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Posted December 3, 2014

Report post

Something else is hosed...it froze on FCEUX on the first try when i made ATL do run 4.

+ Quote



Martin

Promising Rookie



Posted December 3, 2014

Report post

I've been using the 4-3 hack on my custom ROMs since it was introduced. Coupled with late season coverage hack. Played through several seasons with it, and I would not go back to just 3-4, even though playbook editing get a bit more complicated.

Members

+ 22

92 posts



Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014

Report post

Yeah that's what I was seeing...



Quote



AIM: TecmoTurd



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TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014 (edited)

Report post

On 12/3/2014 at 12:54 PM, Martin said:

I've been using the 4-3 hack on my custom ROMs since it was introduced. Coupled with late season coverage hack. Played through several seasons with it, and I would not go back to just 3-4, even though playbook editing get a bit more complicated.

Slightly off-topic, how do you edit the game without TSBTool Supreme? Unless, the repo ROM has other stuff in it that's throwing it off and the coverage hack isn't causing the issue...

Edited December 3, 2014 by TecmoTurd

+ Quote



AIM: TecmoTurd



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Martin

Promising Rookie



Members

+ 22

92 posts

Posted December 3, 2014

Report post

Got no experience with that one. I've only used the 28 team ROM.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

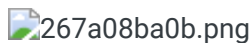
Location: Ca

Posted December 3, 2014

Report post

See the problem now....the service routine right before this hack branches to a bad opcode when you add this hack as its off by one byte when this hack is applied. The original branch...branched to \$8B39 But as you can see below our jump command is at \$8B38. So we are branching to a bad opcode (0x1B) instead of the start of the jump command 4C 1B 80.

AT (0x28B3E) just change 0A to 09. Problem solved.



+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 3, 2014

Report post

Updated set command. I also NOP'ed (EA) the 80 at the end since its a straggler byte we aren't using

SET(0x28B3D, 9009A53DC91090034CC5974C1B80EA)

+ Quote



TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted December 3, 2014

Report post

Woops, you had my test value (x10) in there. Just to be clear for anyone following:

Original hack by jstout:

SET(0x028B3F, 0xa53dc98090034cc5974c1b80)

Brud's updated hack (for 32-team REPO ROM only, I think)

SET(0x28B3D, 0x9009A53DC98090034CC5974C1B80EA)

where the red x80 = the value that determines if it's tough coverage or not (lower = tougher coverage more often).

(any idea if removing the 4-3 hack is possible?)

+ Quote



AIM: TecmoTurd



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TecmoTurd

Tecmo Legend



Posted December 3, 2014

Report post

Also, is that only for the repo ROM? Or is this for all 32-team ROMs?



Members

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Quote



AIM: TecmoTurd



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bruddog

Down with button mashing



Posted December 3, 2014

Report post

It would be for all 32 team roms.



Moderators

+ 3,074

11,466 posts

Location: Ca



Quote



TecmoTurd

Tecmo Legend



Members

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2,947 posts



Quote



AIM: TecmoTurd



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TecmoTurd

Posted December 4, 2014

Report post

Tecmo Legend



Members

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2,947 posts

That seemed to work! Though, I can't get the powerpak to save the battery. I know I've gotten other games to work. I wonder this game being expanded is causing issues. I think Knobbe told me it was expanded to fit some of the hacks.

+ Quote



AIM: TecmoTurd



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SBlueman

Posted October 29, 2017 (edited)

Report post

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Is there any way to apply the mojo coverage to COM vs COM or COA vs COA games?

Edited October 29, 2017 by SBlueman

+ Quote Edit Options



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Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#).

bruddog

Posted October 29, 2017

Report post

Down with button mashing



Yes. I'll try and look it up at some pt.



Moderators

+ 3,074

11,466 posts

Location: Ca



Quote



You reacted to this



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted October 29, 2017

Report post

On 10/29/2017 at 7:30 PM, bruddog said:

Yes. I'll try and look it up at some pt.

Right on, thanks. Been scouring the site but was coming up with nothing.



Quote

Edit

Options



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Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

bruddog

Down with button mashing



Moderators

Posted November 2, 2017

Report post

@SBlueman

I just forgot that game is only set up to have one team with boosted values. It could be done but its more complex since the normal rom doesn't really have enough memory to add a second team without moving stuff around. So I'm probably gonna pass on this.



Quote



You reacted to this



+ 3,074

11,466 posts

Location: Ca

SBlueman

Tecmo Legend



Members

+ 289

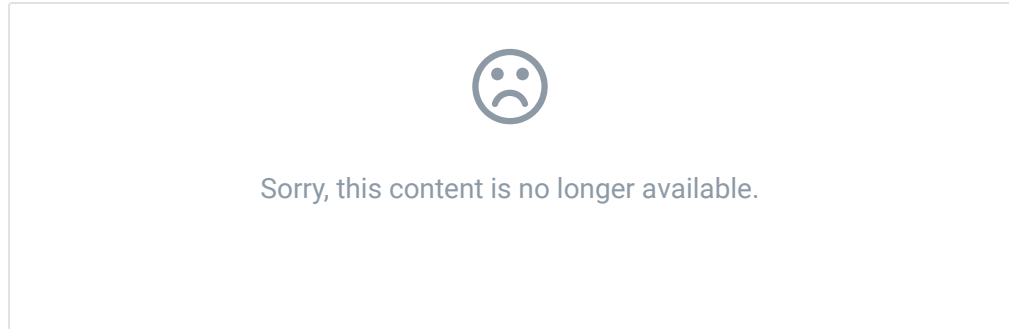
1,048 posts

Location: San Jose, CA

Posted November 4, 2017

Report post

Best we can do would be to edit the defensive reactions for better coverage with the [Play Maker](#) editor and adjusting the pass rush with this great hack:



Anyone have any other suggestions for better COM coverage?

+ Quote Edit Options



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