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COM punt timing

By Martin, October 12, 2015 in Hacking Documentation

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Martin

Promising Rookie





Posted October 12, 2015

I'm trying to make COM always punt between 75-100%. (Or something like that.) According to this, xE6 is the command for punt, so I figured there would be a "punt play" and that I could change the timing, like on pass play. Been searching around the play locations. No luck, though.

Members **Q** 22

92 posts

Has this been done before, or is there a hack that accomplish this? If so I'd be happy to know.



Quote

Posted October 12, 2015



Tecmonster

rom producer



Quote

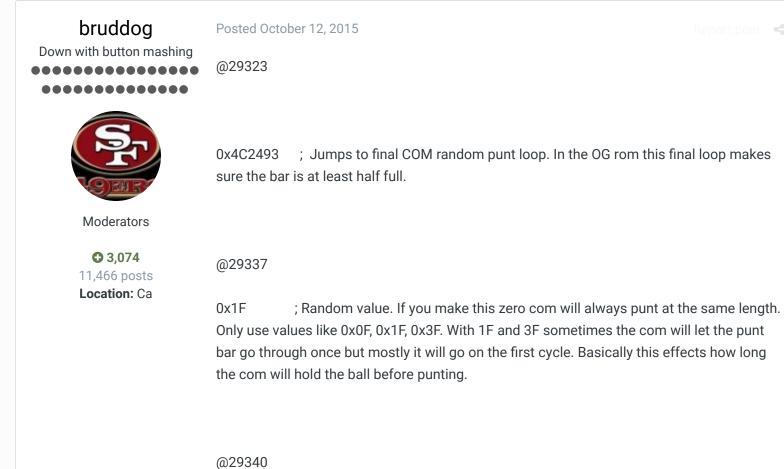
somewhere, but I haven't been able to find it either.

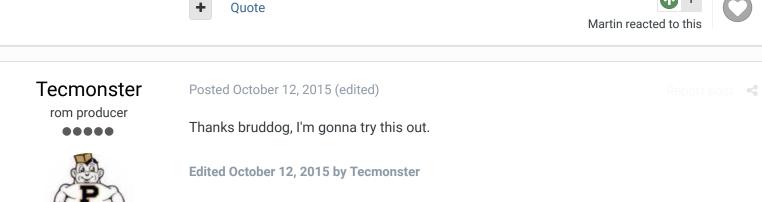
That's a good thought and there is definitely a punt timing sequence embedded in the code



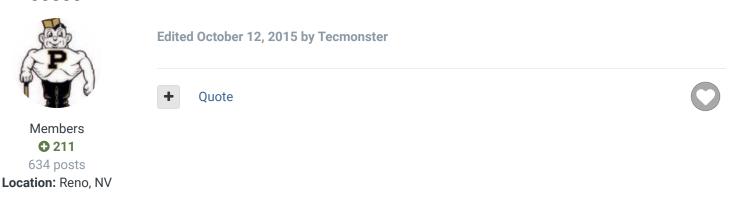


Members **Q** 211 634 posts Location: Reno. NV





; Check value for bar length \sim 77%. Max bar is \sim 0x5E





00000

Posted February 9, 2017

40

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in my never ending quest to catalog SET commands, here's what to copy and paste into TSBTool:



Members **289** 1,048 posts

Location: San Jose, CA

#Better COM punt timing

#http://tecmobowl.org/forums/topic/66645-com-punt-timing/?do=findComment
SET(0x29323,0x4C2493)

SET(0x29337,0x1F)

SET(0x29340,0x40)

321 (0.233 10) 0.10







Check out my latest release: <u>Tecmo Super Bowl 2020 - SBlueman</u>

Edition

Check out my other releases: SBlueman's Downloads

Have any SET commands to share? Post 'em up in this thread: <u>SET Command List (Use with NES TSB & TSBTool)</u>

rl7085 Getting Started



Members

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4 posts

Posted April 10

Does this include punt timing for com vs com as well?



Quote





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