



CPU Find Open Receiver

By jstout, March 15, 2013 in Hacking Documentation

AI

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jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted March 15, 2013 (edited)

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[View attachment: Original_CPU_Passing.nes](#)

[View attachment: Original_CPU_Passing_Juiced.nes](#)

```
.define X_DISTANCE $DD.define Y_DISTANCE $DE .define RECEIVER_LO $40.def
```

Set Default Values:

```
PRO T WAGGLE L = 93 54 22  
R AND S FLARE C = 94 83 75 52 21  
PRO T WAGGLE R = 63 54 21  
ROLL OUT R = 94 63 45 31  
ROLL OUT L = 93 74 45 22  
T PLAY ACTION D = 93 73 42 21  
PRO T SCREEN L = 93 54 45 21  
PLAY ACTION = 93 54 42  
PWR FAKE Z POST = 94 53 31  
WTE F-FLICKER = 93 84  
SHOTGUN X CURL = 63 64 45 42 21  
R AND S Z FLY = 94 92 53 55  
PRO T FLARE D = 94 73 45 22 21  
OFFSET FLARE E = 94 63 41 32  
ONEBACK Z CROSS = 93 92 44 31  
ONEBACK FLARE A = 94 53 42  
T FLEA FLICKER = 93 54 22
```

PWR FAKE X FLY = 93 94 55 31
SHOTGUN X DRIVE = 93 54 AND 93 95 54 61 22
R AND S 3-WING = 93 94 72 55
PLAYACTION Z IN = 93 51 54 42
FLEA FLICKER = 94 53 32
PRO T FLARE C = 93 75 64 42
SHOTGUN 3-WING = 93 74 52 45 31
SHOTGUN XY BOMB = 93 94 81 75 62
R AND S Y UP = 93 95 84 42 21
X OUT AND FLY = 94 83 55 32 31
REV-FAKE Z POST = 94 51
SLOT L Z DRIVE = 83 54 AND 83 71 54 45 22
NO BACK X DEEP = 94 72 53 21
SHOTGUN Z S-IN = 73 44 AND 95 73 62 44 21
REDGUN Z SLANT = 94 95 52 43 31

;-----

x90 COMMAND:

FIRST NIBBLE (BOX DISTANCE) SECOND NIBBLE (RECEIVER): (8 Pixels = 1 Yard)

0 = 0 PIXELS LEFT AND RIGHT + 0 PIXELS UP AND DOWN (Forces Throw)

1 = 8 PIXELS LEFT AND RIGHT + 5 PIXELS UP AND DOWN

2 = 16 PIXELS LEFT AND RIGHT + 10 PIXELS UP AND DOWN

3 = 24 PIXELS LEFT AND RIGHT + 15 PIXELS UP AND DOWN

4 = 32 PIXELS LEFT AND RIGHT + 20 PIXELS UP AND DOWN

5 = 40 PIXELS LEFT AND RIGHT + 25 PIXELS UP AND DOWN

6 = 48 PIXELS LEFT AND RIGHT + 30 PIXELS UP AND DOWN

7 = 56 PIXELS LEFT AND RIGHT + 35 PIXELS UP AND DOWN

8 = 64 PIXELS LEFT AND RIGHT + 40 PIXELS UP AND DOWN

9 = 72 PIXELS LEFT AND RIGHT + 45 PIXELS UP AND DOWN

A = 80 PIXELS LEFT AND RIGHT + 50 PIXELS UP AND DOWN

B = 88 PIXELS LEFT AND RIGHT + 55 PIXELS UP AND DOWN

C = 96 PIXELS LEFT AND RIGHT + 60 PIXELS UP AND DOWN

D = 104 PIXELS LEFT AND RIGHT + 65 PIXELS UP AND DOWN

E = 112 PIXELS LEFT AND RIGHT + 70 PIXELS UP AND DOWN

F = 120 PIXELS LEFT AND RIGHT + 75 PIXELS UP AND DOWN

[View full article](#)

Edited March 15, 2013 by jstout



Quote



quince3800, buck, DFM and 2 others reacted to this

DFM

Tecmo Legend



Posted March 15, 2013

Report post

This is intense.



Quote



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2
Burning Mort I & II

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted March 15, 2013

Report post

gosh.

I will test out some MAN v COM.

so, can this hack be applied to any TSB ROM (including 32-team)?



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](#)

jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted March 15, 2013

Report post

On 3/15/2013 at 3:47 PM, buck said:

gosh.

I will test out some MAN v COM.

so, can this hack be applied to any TSB ROM (including 32-team)?

This can be applied to any rom including the 32-team roms. If there is playbook changes then the made code will work but all the x90 commands for the offense need to be altered to adhere to the new format. The code above is x1DA20-x1DAF9 and the code to jump to it is x288BE-x288D6 (only other changes are the 90 commands values for the plays)



Quote



buck

Posted March 15, 2013

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

I was just playing on save staves against RAMS, it seems to be working great - I knew what play they were running and would go cover different receivers - the QB would throw to the open guy.

regarding the new "90 commands" - what does a higher value "first nibble" mean? does it mean that they can be "less open" and still be thrown to?

+ 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](#)

jstout

Posted March 15, 2013 (edited)

Report post

Tecmo Super Champion



Members

+ 92

537 posts

On 3/15/2013 at 4:11 PM, buck said:

I was just playing on save staves against RAMS, it seems to be working great - I knew what play they were running and would go cover different receivers - the QB would throw to the open guy.

regarding the new "90 commands" - what does a higher value "first nibble" mean? does it mean that they can be "less open" and still be thrown to?

The higher the first nibble the more open they need to be. Example 13 and A3, 13 would need the WR1 to be open with about 1 yard surrounding him on all sides to be open while A3 would need about 10 yards to his left and right and 6 yards to his top and bottom to be open

The original play code looked like:

91 73 F4 42 B8

91 = 2 Receivers

73 = 46% chance of throwing to 3 (WR1)

F4 = 100% chance of throwing to 4 (WR2) (if not thrown to 3)

42 B8 = pointer to change control to receiver

while the new code replaces the receivers chance of being thrown to with the value of how much space needs to open around him.

Edited March 15, 2013 by jstout

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted March 15, 2013

Report post

The Priority Code for the QB was one of my favorite pieces of information acquired (by Jstout) early on in the development of Tecmo Super Coach. It allowed me to personalize pressured releases, scramble rate, and 'intelligence' of the QB. This now bumps up the QB 'smarts' x 10. Well done, Jstout. Awesome stuff.

+ Quote



1

bob sacamano reacted to this



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted March 15, 2013

Report post

This is awesome. A huge step up from even weighted random.

I should revisit my formulas that tried to determined if a WR was open or not to create some rule of thumbs depending on the the final destination of the pattern.

This is obvious but the closer to the line of scrimmage the WR stops his pattern at the smaller "box distance" you want to set. The "box distance" doesn't increase linearly

since WR's that run longer patterns the defender will have more time to accelerate to and run at top speed.

For a rom that is primarily designed for COA vs COA or COM vs COM the box distances can be set smaller.

For MAN it has to be larger so that a man can't easily "bait" the QB's into throws.

+ Quote



1

bob sacamano reacted to this



Tecmonster

Posted March 15, 2013

Report post

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Wow, I've been saying that if someone could finally do this, then the computer would finally start giving good players legit competition. This hack + juice is going to revolutionize MAN vs. COM play, and COA vs. COA. The computer already knows how to run in most cases. Now it can pass smartly . . . awesome.

I tested this in MANvs.COM, MANvs.COA, and COAvs.COA, and it was perfect. That's not to say the QB's performed perfectly, but they shouldn't. Very often, the best NFL QB's don't see open WR's. Under pressure especially, the QB's will still throw into coverage but that's also realistic.

The ONLY thing I might add to this hack is if the QB's first two receivers are covered and he has a 31 or better MS, then scramble. Definitely not necessary though.

Great job! I hope this can be applied to Drummer's rom.

+ Quote ↑ 1

bob sacamano reacted to this

buck

Posted March 15, 2013

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

✓ On 3/15/2013 at 4:37 PM, bruddog said:

This is obvious but the closer to the line of scrimmage the WR stops his pattern at the smaller "box distance" you want to set. The "box distance" doesn't increase linearly since WR's that run longer patterns the defender will have more time to accelerate to and run at top speed.

This is a good point

+ Quote ↑ 1

bob sacamano reacted to this

"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](#)

tecmodo

Bo Knows 0.0



Members

+ 155

1,641 posts

Posted March 16, 2013

Report post

JStout > all.

+ Quote



bruddog and bob sacamano reacted to this



[Bloomington 2018 Tournament Champion](#)

[Chicago 2017 Tournament Champion](#)

[Tecmo Madison XIII: Top 16](#)

[HSTL s42, s45 Champion](#)

[GTFO Champion \(1993, 1995, 1996, 1999, 2002, 2003, 2004, 2005\)](#)

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

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

bob sacamano

bob sacamano



WTF

+ 1,204

8,328 posts

Location: Michigan

Tecmo Titles: 3

Posted March 16, 2013

Report post

Awesome find for the Tecmo community. Kudos JStout!

+ Quote



drunken_honkey

Town Drunk



Posted March 16, 2013

Report post

This is awesome!! So have you figured out how the COM "looks" for players? Would love to add this to our TSB3 logic we applied. With what we added in player AI and this... my head is spinning!



Members

+ 390

1,019 posts

Location: Texas



Quote



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



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

TeBowl_Time

Promising Rookie



Members

+ 11

46 posts

Posted March 16, 2013

Report post

This is HUGE!



Quote



Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted March 17, 2013

Report post

Wow - this is bad ass.



Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted March 17, 2013 (edited)

Report post

This is the same code as above but changing the rectangular check to a circle (requires more space for better accuracy).


```
.define DISTANCE $DD
```

```
.define TEMP_HI $DE
```

```
.define RECEIVER_LO $40
```

```
.define RECEIVER_HI $41
```

```
.define DEFENDER_LO $42
```

```
.define DEFENDER_HI $43
```

```
.define X_LO_APART $44
```

```
.define X_HI_APART $45
```

```
.define X_APART $44
```

```
.define Y_APART $45
```

```
.define APART_LO $44
```

```
.define APART_HI $45
```

```
START:
```

```
LDY #$00
```

```
; SET TO FIRST COM
```

```
TYA
```

```
PHA
```

```
@NEXT_RECEIVER:
```

```
PLA
```

TAY

; CHECK FOR NO MORE RECEIVERS

CPY \$DC

BCC @CONTINUE

BEQ @CONTINUE

; NO OPEN RECEIVERS SO RANDOM THROW

LDA \$3B

AND \$DC

TAY

RTS

@CONTINUE:

INY ; SET TO NEXT RECEIVER

; FIND DISTANCE

LDA (\$3E),Y

AND ~~#\$F0~~

LSR

LSR

LSR

LSR

STA DISTANCE

BNE @LOCATIONS

JMP @EXIT

@LOCATIONS:

; GET RECEIVER LOCATION

LDA (\$3E),Y

AND #\$0F

; RECEIVER

ASL

TAX

; PLAYER INDEX

TYA

PHA

; STORE Y

; WHICH PLAYER?

LDY #\$08

LDA (\$AE),Y

BMI @2P

LDA \$DEEB,X

STA RECEIVER_LO

LDA \$DEEC,X

STA RECEIVER_HI

JMP @DEFENDER

@2P:

LDA \$DF01,X

STA RECEIVER_LO

LDA \$DF02,X

STA RECEIVER_HI

@DEFENDER:

@DEFENDER:
; GET DEFENDER LOCATION

LDX #\$14

; SET TO LAST DEFENDER

@NEXT_DEFENDER:

; WHICH PLAYER?

LDY #\$08

LDA (\$AE),Y

BMI @1P

LDA \$DF01,X

STA DEFENDER_LO

LDA \$DF02,X

STA DEFENDER_HI

JMP @CALC

@1P:

LDA \$DEEB,X

STA DEFENDER_LO

LDA \$DEEC,X

STA DEFENDER_HI

@CALC:

; FIND X SIDE

LDY #\$15

LDA (RECEIVER_LO),Y

CMP (DEFENDER_LO),Y

```
    BCC @RIGHT ; RECEIVER < DEFENDER
```

```
    BNE @LEFT ; RECEIVER > DEFENDER
```

```
    DEY
```

```
    LDA (RECEIVER_LO),Y
```

```
    CMP (DEFENDER_LO),Y
```

```
    BCC @RIGHT ; RECEIVER < DEFENDER
```

```
    ; RECEIV
```

```
    ; X DISTANCE CHECK
```

```
@LEFT:
```

```
    LDY #$14
```

```
    LDA (RECEIVER_LO),Y
```

```
    SEC
```

```
    SBC (DEFENDER_LO),Y
```

```
    STA X_LO_APART
```

```
    INY
```

```
    LDA (RECEIVER_LO),Y
```

```
    SBC (DEFENDER_LO),Y
```

```
    STA X_HI_APART
```

```
    JMP @XAPART
```

```
@RIGHT:
```

```
    LDY #$14
```

```
    LDA (DEFENDER_LO),Y
```

```
    SEC
```

```
    SBC (RECEIVER_LO),Y
```

STA X_LO_APART

INY

LDA (DEFENDER_LO),Y

SBC (RECEIVER_LO),Y

STA X_HI_APART

@XAPART:

LDA X_HI_APART

BEQ @X_LO

JMP @GOOD ; VERY LARGE DISTANCE

@X_LO:

LDA X_LO_APART

LSR

LSR

LSR

CMP DISTANCE

BCS @GOOD ; OUT OF X DISTANCE

STA X_APART ; IN X DISTANCE = CHECK \

; FIND Y SIDE

LDY #17

LDA (RECEIVER_LO),Y

CMP (DEFENDER_LO),Y

BCC @BOTTOM ; RECEIVER <

: RECV

; Y DISTANCE CHECK

@TOP:

LDA (RECEIVER_LO),Y

SEC

SBC (DEFENDER_LO),Y

JMP @YAPART

@BOTTOM:

LDA (DEFENDER_LO),Y

SEC

SBC (RECEIVER_LO),Y

@YAPART:

LSR

LSR

LSR

CMP DISTANCE

BCS @GOOD ; OUT OF Y DISTANCE

STA Y_APART ; IN Y DISTANCE = CHECK

; CHECK RADIUS DISTANCE

; A^2

LDY X_APART

BEQ @NO_X

LDA *#\$00*

@LOOP X:

@LOOP_X:

CLC

ADC X_APART

DEY

BNE @LOOP_X

STA X_APART

; B^2

@NO_X:

LDY Y_APART

BEQ @NO_Y

LDA *#\$00*

@LOOP_Y:

CLC

ADC Y_APART

DEY

BNE @LOOP_Y

STA Y_APART

@NO_Y:

; A^2 + B^2

LDA X_APART

CLC

ADC Y_APART

STA APART_LO

LDA *#\$00*

ADC *#\$00*


```
STA APART_HI
```

```
; Sqrt(A^2 + B^2)
```

```
TXA
```

```
PHA
```

```
LDY #$00
```

```
LDX #$07
```

```
@loop:
```

```
TYA
```

```
ORA @stab-1,X
```

```
STA TEMP_HI
```

```
LDA APART_HI
```

```
CMP TEMP_HI
```

```
BCC @skip1
```

```
SBC TEMP_HI
```

```
STA APART_HI
```

```
TYA
```

```
ORA @stab,x
```

```
TAY
```

```
@skip1:
```

```
ASL APART_LO
```

```
ROL APART_HI
```

```
DEX
```

```
BNE @loop
```

```
: last iteration
```

STY TEMP_HI

LDA APART_LO

CMP *#\$80*

LDA APART_HI

SBC TEMP_HI

BCC @skip2

INY

@skip2:

PLA

TAX

CPY DISTANCE

BCC @NEXT ; IN RADIUS DISTANCE =

; MORE DEFENDERS?

@GOOD:

DEX

DEX

BMI @THROW ; OPEN

JMP @NEXT_DEFENDER

@NEXT:

JMP @NEXT_RECEIVER

@THROW:

PLA

TAY

@EXIT:

RTS

@stab: .BYTE \$01,\$02,\$04,\$08,\$10,\$20,\$40,\$80

Edited March 17, 2013 by jstout

+ Quote



TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football
Owners (TFO)

Posted March 18, 2013

Report post

Dude this is AWESOME! I just watched a COM vs COM game and sure enough he is through to them open guys alot more now. Can't wait to test more AWESOME JOB MAN!!!!

+ Quote



DFM reacted to this



jesseguild5

Member



Members

+ 4

27 posts

Posted March 22, 2013

Report post

sorry im new to this, how do i apply this to my 32 team rom?

+ Quote



quince3800

Starter



Posted April 21, 2013

Report post

I'm thinking that this might be entirely too much to consider, but has anyone thought of a means to have the QB throw the ball away?



Members

+ 15

151 posts

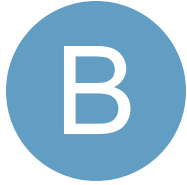


Quote



buckbuck

Promising Rookie



Members

+ 2

50 posts

Posted April 21, 2013

Report post

How and where does one implement this code into a ROM that already exists? Is that possible? Is there a SET command?



Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 28, 2013

Report post

I echo jesseguild and buckbuck's questions: how do we get this into a rom? Is there an ips patch? That programming language above is foreign to me.



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Posted June 28, 2013

Report post

On 6/28/2013 at 3:36 PM, Tecmonster said:

I echo jesseguild and buckbuck's questions: how do we get this into a rom? Is there an ips patch? That programming language above is foreign to me.

make a patch! download original NES TSB rom, download jstouts first rom of the first post. make a patch. apply patch to whatever.



Quote



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](#)



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 28, 2013

Report post

On 6/28/2013 at 4:06 PM, buck said:

make a patch! download original NES TSB rom, download jstouts first rom of the first post. make a patch. apply patch to whatever.

Thanks, I guess I should ask for SET commands instead though. I made a patch and applied it to the TB.org 2013 version of the game and it ended up changing player names, positions, etc. too.



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 28, 2013

Report post

On 6/28/2013 at 5:38 PM, Tecmonster said:

Thanks, I guess I should ask for SET commands instead though. I made a patch and applied it to the TB.org 2013 version of the game and it ended up changing player names, positions, etc. too.

you must have done something wrong, then. this looks like a regular 28-team original NES TSB rom with this hack applied.

[you need to use the original 1991 NES TSB unmodified rom to make your patch](#)



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](#)

buck

DARRELL GREEN



Posted June 28, 2013

Report post

attached is an ips patch made from 1991 TSB and JStout's 1st rom in the 1st post of this thread. It passes my tests.



[JSTOUT COM PASSING HACK.ips](#)

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

+ Quote

1



Yak reacted to this

"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](#)

1

2

3

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CPU Find Open Receiver

By jstout, March 15, 2013 in Hacking Documentation

AI

Following

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Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 28, 2013

[Report post](#)

On 6/28/2013 at 6:11 PM, buck said:

attached is an ips patch made from 1991 TSB and JStout's 1st rom in the 1st post of this thread. It passes my tests.

[@JSTOUT COM PASSING HACK.ips](#)

Sweet, thanks, that one works for me. The first time, I did use the original game to make the patch, but I also used the juiced version of jstout's file, so maybe that's what went wrong.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Posted June 28, 2013

[Report post](#)

besides the obvious badassness of this development, I am having fun "baiting" COM QBs...I never thought I'd see the day.

excellent.

+ Quote

2

Knobbe and Yak reacted to this



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](#)

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 28, 2013

Report post

On 6/28/2013 at 7:30 PM, buck said:

besides the obvious badassness of this development, I am having fun "baiting" COM QBs...I never thought I'd see the day.
excellent.

I do love that it provides a legitimate alternative to blitzing your linebacker now.

+ Quote



DFM

Tecmo Legend



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Posted June 28, 2013

Report post

Why blitz your linebacker ever, save the specific run plays?

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted June 28, 2013

Report post

On 6/28/2013 at 8:08 PM, davefmurray said:

Why blitz your linebacker ever, save the specific run plays?

against the computer? Because I think it's the most efficient defensive tactic vs. the pass. Otherwise, you end up dropping back and covering some guy who only has a 20-25% chance of being targeted anyway . . . and wasting him. And, even if he does throw to the man you covered, a linebacker vs. a juiced computer WR usually results in a completion anyway.

+ Quote



bruddog reacted to this



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 7, 2013

Report post

On 3/17/2013 at 1:45 PM, jstout said:

This is the same code as above but changing the rectangular check to a circle (requires more space for better accuracy).

```

.define DISTANCE $DD
.define TEMP_HI $DE

.define RECEIVER_LO $40
.define RECEIVER_HI $41

.define DEFENDER_LO $42
.define DEFENDER_HI $43

.define X_LO_APART $44
.define X_HI_APART $45

.define X_APART $44
.define Y_APART $45

.define APART_LO $44
.define APART_HI $45

START:
    LDY #$00                ; SET TO FIRST COMMAND BYTE
    TYA
    PHA
@NEXT_RECEIVER:
    PLA
    TAY
; CHECK FOR NO MORE RECEIVERS
    CPY $DC
    BCC @CONTINUE
    BEQ @CONTINUE
; NO OPEN RECEIVERS SO RANDOM THROW
    LDA $3B
    AND $DC
    TAY
    RTS
@CONTINUE:
    INY                ; SET TO NEXT RECEIVER

```

```
; FIND DISTANCE
    LDA ($3E),Y
    AND #$F0
    LSR
    LSR
    LSR
    LSR
    STA DISTANCE
    BNE @LOCATIONS
    JMP @EXIT
```

```
@LOCATIONS:
```

```
; GET RECEIVER LOCATION
    LDA ($3E),Y
    AND #$0F           ; RECEIVER
    ASL
    TAX                ; PLAYER INDEX
    TYA
    PHA                ; STORE Y
```

```
; WHICH PLAYER?
```

```
    LDY #$08
    LDA ($AE),Y
    BMI @2P
    LDA $DEEB,X
    STA RECEIVER_LO
    LDA $DEEC,X
    STA RECEIVER_HI
    JMP @DEFENDER
```

```
@2P:
```

```
    LDA $DF01,X
    STA RECEIVER_LO
    LDA $DF02,X
    STA RECEIVER_HI
```

```
@DEFENDER:
```

```
; GET DEFENDER LOCATION
    LDX #$14           ; SET TO LAST DEFENDER INDEX
```

```
@NEXT_DEFENDER:
```

```
; WHICH PLAYER?
```

```
    LDY #$08
    LDA ($AE),Y
    BMI @1P
    LDA $DF01,X
    STA DEFENDER_LO
    LDA $DF02,X
    STA DEFENDER_HI
    JMP @CALC
```

@1P:

```
LDA $DEEB,X
STA DEFENDER_LO
LDA $DEEC,X
STA DEFENDER_HI
```

@CALC:

; FIND X SIDE

```
LDY #$15
LDA (RECEIVER_LO),Y
CMP (DEFENDER_LO),Y
BCC @RIGHT ; RECEIVER < DEFENDER
BNE @LEFT ; RECEIVER > DEFENDER
DEY
LDA (RECEIVER_LO),Y
CMP (DEFENDER_LO),Y
BCC @RIGHT ; RECEIVER < DEFENDER
; RECEIVER > DEFENDER
```

; X DISTANCE CHECK

@LEFT:

```
LDY #$14
LDA (RECEIVER_LO),Y
SEC
SBC (DEFENDER_LO),Y
STA X_LO_APART
INY
LDA (RECEIVER_LO),Y
SBC (DEFENDER_LO),Y
STA X_HI_APART
JMP @XAPART
```

@RIGHT:

```
LDY #$14
LDA (DEFENDER_LO),Y
SEC
SBC (RECEIVER_LO),Y
STA X_LO_APART
INY
LDA (DEFENDER_LO),Y
SBC (RECEIVER_LO),Y
STA X_HI_APART
```

@XAPART:

```
LDA X_HI_APART
BEQ @X_LO
JMP @GOOD ; VERY LARGE DISTANCE
```

@X_LO:

```
LDA X_LO_APART
LSR
```

```

LSR
LSR
CMP DISTANCE
BCS @GOOD ; OUT OF X DISTANCE
STA X_APART ; IN X DISTANCE = CHECK Y DISTANCE

; FIND Y SIDE
LDY #$17
LDA (RECEIVER_LO),Y
CMP (DEFENDER_LO),Y
BCC @BOTTOM ; RECEIVER < DEFENDER
; RECEIVER > DEFENDER

; Y DISTANCE CHECK
@TOP:
LDA (RECEIVER_LO),Y
SEC
SBC (DEFENDER_LO),Y
JMP @YAPART

@BOTTOM:
LDA (DEFENDER_LO),Y
SEC
SBC (RECEIVER_LO),Y

@YAPART:
LSR
LSR
LSR
CMP DISTANCE
BCS @GOOD ; OUT OF Y DISTANCE
STA Y_APART ; IN Y DISTANCE = CHECK RADIUS

; CHECK RADIUS DISTANCE
; A^2
LDY X_APART
BEQ @NO_X
LDA #$00

@LOOP_X:
CLC
ADC X_APART
DEY
BNE @LOOP_X
STA X_APART

; B^2
@NO_X:
LDY Y_APART
BEQ @NO_Y
LDA #$00

@LOOP_Y:
CLC

```

```

        ADC Y_APART
        DEY
        BNE @LOOP_Y
        STA Y_APART
@NO_Y:
; A^2 + B^2
        LDA X_APART
        CLC
        ADC Y_APART
        STA APART_LO
        LDA #$00
        ADC #$00
        STA APART_HI
; SQRT(A^2 + B^2)
        TXA
        PHA
        LDY #$00
        LDX #$07
@loop:
        TYA
        ORA @stab-1,X
        STA TEMP_HI
        LDA APART_HI
        CMP TEMP_HI
        BCC @skip1
        SBC TEMP_HI
        STA APART_HI
        TYA
        ORA @stab,x
        TAY
@skip1:
        ASL APART_LO
        ROL APART_HI
        DEX
        BNE @loop
; last iteration
        STY TEMP_HI
        LDA APART_LO
        CMP #$80
        LDA APART_HI
        SBC TEMP_HI
        BCC @skip2
        INY
@skip2:
        PLA
        TAX
        CPY DISTANCE
        BCC @NEXT
; IN RADIUS DISTANCE = BAD THROW

```

```
; MORE DEFENDERS?
@GOOD:
    DEX
    DEX
    BMI @THROW      ; OPEN
    JMP @NEXT_DEFENDER
@NEXT:
    JMP @NEXT_RECEIVER
@THROW:
    PLA
    TAY
@EXIT:
    RTS
@stab: .BYTE $01,$02,$04,$08,$10,$20,$40,$80
```

do you have a ROM with this "radial" distancing hack applied? thx

+ Quote



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

[link to change one's signature](#)

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 11, 2013

Report post

jstout, would it be feasible to port this beautiful hack to SNES TSB 1?

+ Quote

↑ 1

tommy2teeth reacted to this



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

[link to change one's signature](#)

jstout

Tecmo Super Champion



Posted July 11, 2013

Report post

On 7/11/2013 at 4:45 PM, buck said:



Members
+ 92
537 posts

jstout, would it be feasible to port this beautiful hack to SNES TSB 1?

Yes, the code would look nearly the same with just RAM locations changed and ability to use 16-bit numbers. I'll see about writing it up when I get the chance.

BTW, I do have a ROM with the Radial code but need to find it on my hard drive (or recompile) and then I'll post it.

+ Quote



Yak and tommy2teeth reacted to this



qbvikings

Starter
●●●●



Members
+ 80
181 posts

Posted July 15, 2013

Report post

This would be an awesome addition to SNES roms, which are still far too easy even with max juice.

+ Quote



tommy2teeth reacted to this



MrNFL

Video Maven
●●●●●



Members
+ 97
720 posts

Posted March 24, 2014

Report post

On 7/11/2013 at 4:58 PM, jstout said:

Yes, the code would look nearly the same with just RAM locations changed and ability to use 16-bit numbers. I'll see about writing it up when I get the chance.

BTW, I do have a ROM with the Radial code but need to find it on my hard drive (or recompile) and then I'll post it.

Any update on this good sir?

+ Quote



tommy2teeth reacted to this



Creator of the Tecmo Legends Simulation and Rom, play as your franchise's greatest team here!



MrNFL uploaded a file to SNES

April 26, 2016



Tecmo Football Legends 2016

Version 1.0.1 2,791 downloads

Download this file

The Tecmo Football Legends rom for the SNES features the top team from 28 NFL franchises. The teams span seven decades and include 17 ...

1 0 comments

Also check out my "Best of the New Millennium" and "Best of the 90s" roms.

Martin

Promising Rookie



Members

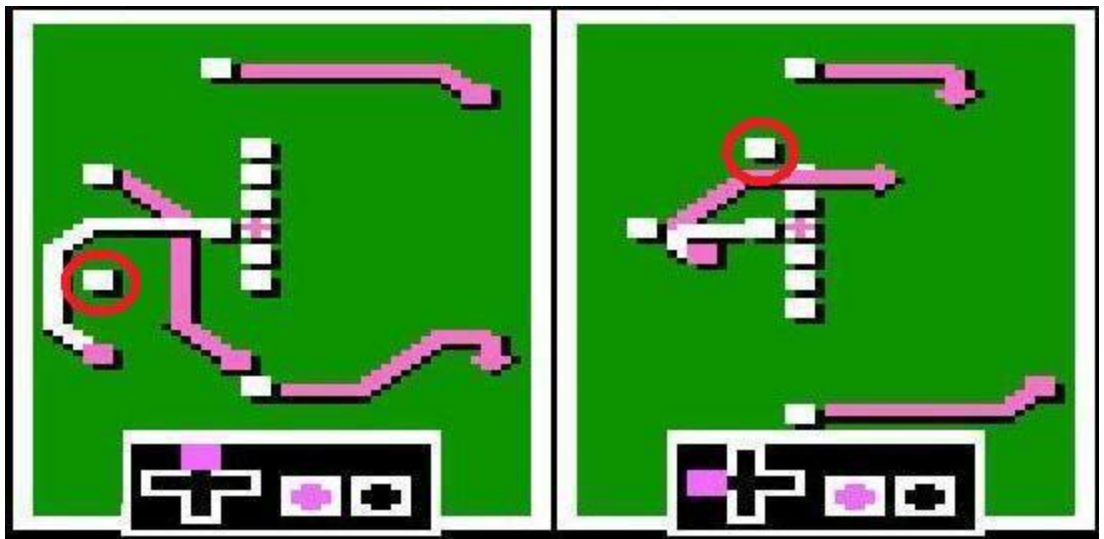
+ 22

92 posts

Posted July 19, 2014

Report post

I've found two plays where the CPU throw to "non-eligible" players, in MAN vs COM.



+ Quote

2

Knobbe and buck reacted to this



buck

Posted July 19, 2014

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 7/19/2014 at 11:15 AM, Martin said:

I've found two plays where the CPU throw to "non-eligible" players, in MAN vs COM.

[pro t waggler & pwr fake z post.jpg](#)

Good find. There are also some other plays where it does not seem to be optimized (R&S Pass 2, for example), and some plays where the QB partially scrambles and then throws to someone that's covered.

I will make some SET patches for these fixes, eventually.

+ 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](#)

buck

Posted July 8, 2015 (edited)

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

so, what does the QB do when all receivers are covered? it seems like he throws to RB2 or TE

which brings up the question: how can I set this "dump off" receiver for each (or all) play? I would rather QB dump to WR1 or WR2 if all else fails.

Edited July 8, 2015 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](#)

Tecmonster

Posted July 8, 2015

Report post

rom producer



Good question and good proposed solution. Hopefully the prodigal jstout drops by to



Members

+ 211

634 posts

Location: Reno, NV

+ Quote



answer this.

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted July 8, 2015

Report post

Lmao...cmon guys Its right in the source for the hack about 10 lines down "NO OPEN RECEIVERS SO RANDOM THROW"

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 9, 2015

Report post

On 7/8/2015 at 11:09 PM, bruddog said: Lmao...cmon guys Its right in the source for the hack about 10 lines down "NO OPEN RECEIVERS SO RANDOM THROW"

I see that, but how can the code be changed to make the QB throw to WR1 instead of random? I can't follow that formatting.

+ Quote



bruddog

Down with button mashing



Posted July 9, 2015

Report post

I guess I can spoon feed you the answer....I'm feeling generous...but you must change your name to TecmoLeechMonster. 😊

On the first rom post you would do the following

SET (0x1DA2C, 0xA08060EAEAEA)

Moderators

+ 3,074

11,466 posts

Location: Ca

LDY #80

RTS

NOP

NOP

NOP

; use as our indicator to throw to a designated WR

; return

SET(0x288C7, 0xC080D005A9034CCB884CC788)

CPY #80

BNE NORM

LDA #03

JMP \$88CB

target # to actual player conversion

NORM

JMP \$88C7

; check to throw to designated WR

; NO-> do normal COM pass throw

; LOAD WR 1 player ID

; jump to different point in COM pass that skips

;

; jump to normal point in COM PASS

+ Quote



You and buck reacted to this

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 9, 2015

Report post

On 7/9/2015 at 1:09 PM, bruddog said:

but you must change your name to TecmoLeechMonster. 😊

Ha, sheesh, come ON, dude! Not only (1) was it buck that first asked, but (2) I give back to this community, including what I think is the 2nd most downloaded rom outside this site's "official" rom, (3) I've donated to you personally, and (4) in last season's rom release thread, I asked downloaders to donate to you using your donate button within the same thread. I don't know how much money that raised for you -- I'm sure not very much -- but whatever it was, was infinitely more than I personally collected from it (which, if you're counting at home, is zero dollars to date).

So, in other words, I've decided not to change my name, but I do thank you for the info. I'm anxious to try this out.

+ Quote



buck reacted to this

bruddog

Down with button mashing



Posted July 9, 2015

Report post

Mostly just giving you a hard time...but I spent a lot of time learning assembly language so I eventually didn't have to keep asking. Jstout even provided links to very good tutorials. If you spent some time learning the basics of what's going on you could do some small assembly language hacks or at least better understand how the existing ones work.



Moderators

+ 3,074

11,466 posts

Location: Ca

The fact that I can whip out an answer in like 30 minutes is built on XXXXXX hours learning assembly and commenting the rom code/locations.

I do appreciate the donations from you and others. In terms of dollars donated/ time spent I've likely been working for much less than a \$1 per hour...

Anyways hopefully you enjoy it.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 9, 2015 (edited)

Report post

it sure as heck doesn't seem random to me, but that is beside the point.

so, how do these codes this make it "random"?

load accumulator \$3B? ; is this an address or actual value?

logical AND \$DC? ; is this an address or actual value?

Transfer Accumulator to Y register; store the number?

Return from Subroutine

; NO OPEN RECEIVERS SO RANDOM THROW

LDA \$3B

AND \$DC

TAY

RTS

Edited July 9, 2015 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](#)

bruddog

Posted July 9, 2015

Report post

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Anything that only has a \$ is a memory location.

#\$ indicates a constant

\$3B,\$3C,\$3D are the memory locations of random numbers. The random numbers are created by adding prime numbers to the current number. They are updated at least once a frame. Sometimes othe functions re-update them mid frame if "better" randomness is needed. You can watch them update in fceux by slowing the speed way down

\$DC is memory location that is used as a temporary variable. At this point in the code its holding the total number of pass targets for the play.

ANDing the number of targets with a random number means the the value will be restricted to between 0 and the number of targets.

However i realized this won't give a truly random result due to how bit wise anding works

+ Quote



buck

Posted July 10, 2015

Report post

DARRELL GREEN



Members

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6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 7/9/2015 at 10:13 PM, bruddog said: However i realized this won't give a truly random result due to how bit wise anding works

I realized it wasn't random before I even looked at the code. Mostly because I have never seen it "randomly" throw to either WR1 or WR2. It mostly dumps it to RB2.

is there an easy fix (that will fit in existing space) to make it actually random?

+ Quote



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

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bruddog

Posted July 10, 2015

Report post

Down with button mashing



Buck..your observation isn't correct either. I made it so it would be random every play the way its currently written every time to test it. For shotgun pass 3 for example it will throw to WR 1 often.

For 5 WR patterns it will either throw to TARGET 1 or TARGET 5.

Moderators

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11,466 posts

Location: Ca

For 4 WR patterns it will throw to ANY OF THE 4 possible targets

For 3 WR patterns it will throw to TARGET 1 or TARGET 3.

The order of the targets is not the same for each play so sometimes target 1 is WR1 sometimes it is RB1 etc.

For example in one short test of BUF vs MIA the com threw to WR1, WR2, WR2, RB2, RB1. It depends on what plays are used.

Yes there should be a way to make it completely random...

+ Quote

↑ 1



buck reacted to this

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted July 10, 2015

Report post

On 7/10/2015 at 9:23 AM, bruddog said:

Buck..your observation isn't correct either. I made it so it would be random every play the way its currently written every time to test it. For shotgun pass 3 for example it will throw to WR 1 often.

For 5 WR patterns it will either throw to TARGET 1 or TARGET 5.
For 4 WR patterns it will throw to ANY OF THE 4 possible targets
For 3 WR patterns it will throw to TARGET 1 or TARGET 3.

The order of the targets is not the same for each play so sometimes target 1 is WR1 sometimes it is RB1 etc.

For example in one short test of BUF vs MIA the com threw to WR1, WR2, WR2, RB2, RB1. It depends on what plays are used.

Yes there should be a way to make it completely random...

cool.

+ 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](#)

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted July 10, 2015

Report post

Bruddog's code that designates WR1 as the fallback receiver seems to work really well. In my opinion, it's definitely an improvement on jstout's original hack. Good job, bruddog.

+ Quote



<< PREV 1 2 3 NEXT >> Page 2 of 3



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SBlueman



CPU Find Open Receiver

By jstout, March 15, 2013 in Hacking Documentation

AI

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PREV

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Page 3 of 3

Tecmonster

rom producer



Members

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634 posts

Location: Reno, NV

Posted July 17, 2015

[Report post](#)

So I've noticed that the COM QB seems to be more likely to make a bad target decision on the Shotgun Z S-In play, and also seems to have a quicker trigger than normal.

Could this be because the QB has two different WR progression strings in his instruction line that inhibits proper application of the hack? It's one of three plays that has two different progression strings.



Quote



SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Posted October 9, 2016

[Report post](#)

On 7/9/2015 at 1:09 PM, bruddog said:

I guess I can spoon feed you the answer....I'm feeling generous...but you must change your name to TecmoLeechMonster. 😊

On the first rom post you would do the following

```
SET (0x1DA2C, 0xA08060EAEAEA)
```

```

LDY #80 ; use as our indicator to throw to a designated WR
RTS ; return
NOP
NOP
NOP
SET(0x288C7, 0xC080D005A9034CCB884CC788)

CPY #80 ; check to throw to designated WR
BNE NORM ; NO-> do normal COM pass throw
LDA #03 ; LOAD WR 1 player ID
JMP 88CB ; jump to different point in COM pass that
skips target # to actual player conversion
NORM ;
JMP 88C7 ; jump to normal point in COM PASS

```

I am working on cataloging some SET commands and was wondering if your addition to the edit would read like so:

```
# jstout find open receiver
```

```

SET(0x00006,0x42)
SET(0x08519,0x93)
SET(0x0851A,0x54)
SET(0x0851B,0x22)
SET(0x08601,0x93)
SET(0x08602,0x84)
SET(0x086B8,0x93)
SET(0x086B9,0x94)
SET(0x086BA,0x55)
SET(0x086BB,0x31)
SET(0x08837,0x94)
SET(0x08838,0x63)
SET(0x08839,0x45)
SET(0x0883A,0x31)
SET(0x08A55,0x94)
SET(0x08A56,0x51)
SET(0x08BA0,0x93)
SET(0x08BA1,0x74)
SET(0x08BA2,0x45)
SET(0x08BA3,0x22)
SET(0x08DD2,0x63)
SET(0x08DD4,0x21)
SET(0x09009,0x93)
SET(0x0900A,0x51)
SET(0x0900B,0x54)
SET(0x0900C,0x42)
SET(0x090ED,0x93)

```

SET(0x090EE,0x54)
SET(0x090EF,0x42)
SET(0x092AC,0x94)
SET(0x092AD,0x83)
SET(0x092AE,0x75)
SET(0x092AF,0x52)
SET(0x092B0,0x21)
SET(0x092F0,0x94)
SET(0x092F1,0x73)
SET(0x092F2,0x42)
SET(0x092F3,0x21)
SET(0x09314,0x93)
SET(0x09315,0x54)
SET(0x09316,0x45)
SET(0x09317,0x21)
SET(0x09351,0x63)
SET(0x09352,0x64)
SET(0x09353,0x45)
SET(0x09354,0x42)
SET(0x09355,0x21)
SET(0x09388,0x94)
SET(0x09389,0x92)
SET(0x0938A,0x53)
SET(0x0938B,0x55)
SET(0x093C1,0x94)
SET(0x093C2,0x73)
SET(0x093C3,0x45)
SET(0x093C4,0x22)
SET(0x093C5,0x21)
SET(0x093E6,0x94)
SET(0x093E7,0x63)
SET(0x093E8,0x41)
SET(0x093E9,0x32)
SET(0x0941A,0x93)
SET(0x0941B,0x92)
SET(0x0941C,0x44)
SET(0x0941D,0x31)
SET(0x0945B,0x94)
SET(0x0945C,0x53)
SET(0x0945D,0x42)
SET(0x0949A,0x93)
SET(0x0949B,0x54)
SET(0x0949C,0x22)
SET(0x094D1,0x93)
SET(0x094D2,0x54)
SET(0x094DD,0x93)
SET(0x094DE,0x95)
SET(0x094DF,0x54)

SET(0x094E0,0x61)
SET(0x094E1,0x22)
SET(0x0951A,0x93)
SET(0x0951B,0x94)
SET(0x0951C,0x72)
SET(0x0951D,0x55)
SET(0x09570,0x94)
SET(0x09572,0x32)
SET(0x095AE,0x93)
SET(0x095AF,0x75)
SET(0x095B0,0x64)
SET(0x095B1,0x42)
SET(0x095DF,0x93)
SET(0x095E0,0x74)
SET(0x095E1,0x52)
SET(0x095E2,0x45)
SET(0x095E3,0x31)
SET(0x09611,0x93)
SET(0x09612,0x94)
SET(0x09613,0x81)
SET(0x09614,0x75)
SET(0x09615,0x62)
SET(0x0964E,0x93)
SET(0x0964F,0x95)
SET(0x09650,0x84)
SET(0x09651,0x42)
SET(0x09652,0x21)
SET(0x0968B,0x94)
SET(0x0968C,0x83)
SET(0x0968D,0x55)
SET(0x0968E,0x32)
SET(0x0968F,0x31)
SET(0x096C3,0x83)
SET(0x096C4,0x54)
SET(0x096CF,0x83)
SET(0x096D0,0x71)
SET(0x096D1,0x54)
SET(0x096D2,0x45)
SET(0x096D3,0x22)
SET(0x09704,0x94)
SET(0x09705,0x72)
SET(0x09706,0x53)
SET(0x09707,0x21)
SET(0x09737,0x73)
SET(0x09738,0x44)
SET(0x09743,0x95)
SET(0x09744,0x73)
SET(0x09745,0x62)

SET(0x09746,0x44)
SET(0x09747,0x21)
SET(0x09765,0x94)
SET(0x09766,0x95)
SET(0x09767,0x52)
SET(0x09768,0x43)
SET(0x09769,0x31)
SET(0x09828,0x94)
SET(0x0982A,0x31)
SET(0x1DA20,0xA0)
SET(0x1DA21,0x00)
SET(0x1DA22,0x98)
SET(0x1DA23,0x48)
SET(0x1DA24,0x68)
SET(0x1DA25,0xA8)
SET(0x1DA26,0xC4)
SET(0x1DA27,0xDC)
SET(0x1DA28,0x90)
SET(0x1DA29,0x08)
SET(0x1DA2A,0xF0)
SET(0x1DA2B,0x06)
SET(0x1DA2C,0xA5)
SET(0x1DA2D,0x3B)
SET(0x1DA2E,0x25)
SET(0x1DA2F,0xDC)
SET(0x1DA30,0xA8)
SET(0x1DA31,0x60)
SET(0x1DA32,0xC8)
SET(0x1DA33,0xB1)
SET(0x1DA34,0x3E)
SET(0x1DA35,0x29)
SET(0x1DA36,0xF0)
SET(0x1DA37,0x4A)
SET(0x1DA38,0x85)
SET(0x1DA39,0xDD)
SET(0x1DA3A,0xD0)
SET(0x1DA3B,0x03)
SET(0x1DA3C,0x4C)
SET(0x1DA3D,0xE9)
SET(0x1DA3E,0x9A)
SET(0x1DA3F,0xB1)
SET(0x1DA40,0x3E)
SET(0x1DA41,0x29)
SET(0x1DA42,0xF0)
SET(0x1DA43,0x4A)
SET(0x1DA44,0x4A)
SET(0x1DA45,0x4A)
SET(0x1DA46,0x4A)

SET(0x1DA47,0x85)
SET(0x1DA48,0xDE)
SET(0x1DA49,0x0A)
SET(0x1DA4A,0x0A)
SET(0x1DA4B,0x18)
SET(0x1DA4C,0x65)
SET(0x1DA4D,0xDE)
SET(0x1DA4E,0x85)
SET(0x1DA4F,0xDE)
SET(0x1DA50,0xB1)
SET(0x1DA51,0x3E)
SET(0x1DA52,0x29)
SET(0x1DA53,0x0F)
SET(0x1DA54,0x0A)
SET(0x1DA55,0xAA)
SET(0x1DA56,0x98)
SET(0x1DA57,0x48)
SET(0x1DA58,0xA0)
SET(0x1DA59,0x08)
SET(0x1DA5A,0xB1)
SET(0x1DA5B,0xAE)
SET(0x1DA5C,0x30)
SET(0x1DA5D,0x0D)
SET(0x1DA5E,0xBD)
SET(0x1DA5F,0xEB)
SET(0x1DA60,0xDE)
SET(0x1DA61,0x85)
SET(0x1DA62,0x40)
SET(0x1DA63,0xBD)
SET(0x1DA64,0xEC)
SET(0x1DA65,0xDE)
SET(0x1DA66,0x85)
SET(0x1DA67,0x41)
SET(0x1DA68,0x4C)
SET(0x1DA69,0x65)
SET(0x1DA6A,0x9A)
SET(0x1DA6B,0xBD)
SET(0x1DA6C,0x01)
SET(0x1DA6D,0xDF)
SET(0x1DA6E,0x85)
SET(0x1DA6F,0x40)
SET(0x1DA70,0xBD)
SET(0x1DA71,0x02)
SET(0x1DA72,0xDF)
SET(0x1DA73,0x85)
SET(0x1DA74,0x41)
SET(0x1DA75,0xA2)
SET(0x1DA76,0x14)

SET(0x1DA77,0xA0)
SET(0x1DA78,0x08)
SET(0x1DA79,0xB1)
SET(0x1DA7A,0xAE)
SET(0x1DA7B,0x30)
SET(0x1DA7C,0x0D)
SET(0x1DA7D,0xBD)
SET(0x1DA7E,0x01)
SET(0x1DA7F,0xDF)
SET(0x1DA80,0x85)
SET(0x1DA81,0x42)
SET(0x1DA82,0xBD)
SET(0x1DA83,0x02)
SET(0x1DA84,0xDF)
SET(0x1DA85,0x85)
SET(0x1DA86,0x43)
SET(0x1DA87,0x4C)
SET(0x1DA88,0x84)
SET(0x1DA89,0x9A)
SET(0x1DA8A,0xBD)
SET(0x1DA8B,0xEB)
SET(0x1DA8C,0xDE)
SET(0x1DA8D,0x85)
SET(0x1DA8E,0x42)
SET(0x1DA8F,0xBD)
SET(0x1DA90,0xEC)
SET(0x1DA91,0xDE)
SET(0x1DA92,0x85)
SET(0x1DA93,0x43)
SET(0x1DA94,0xA0)
SET(0x1DA95,0x15)
SET(0x1DA96,0xB1)
SET(0x1DA97,0x40)
SET(0x1DA98,0xD1)
SET(0x1DA99,0x42)
SET(0x1DA9A,0x90)
SET(0x1DA9B,0x1C)
SET(0x1DA9C,0xD0)
SET(0x1DA9D,0x07)
SET(0x1DA9E,0x88)
SET(0x1DA9F,0xB1)
SET(0x1DAA0,0x40)
SET(0x1DAA1,0xD1)
SET(0x1DAA2,0x42)
SET(0x1DAA3,0x90)
SET(0x1DAA4,0x13)
SET(0x1DAA5,0xA0)
SET(0x1DAA6,0x14)

SET(0x1DAA7,0xB1)
SET(0x1DAA8,0x40)
SET(0x1DAA9,0x38)
SET(0x1DAAA,0xF1)
SET(0x1DAAB,0x42)
SET(0x1DAAC,0x85)
SET(0x1DAAD,0x44)
SET(0x1DAAE,0xC8)
SET(0x1DAAF,0xB1)
SET(0x1DAB0,0x40)
SET(0x1DAB1,0xF1)
SET(0x1DAB2,0x42)
SET(0x1DAB3,0x85)
SET(0x1DAB4,0x45)
SET(0x1DAB5,0x4C)
SET(0x1DAB6,0xB8)
SET(0x1DAB7,0x9A)
SET(0x1DAB8,0xA0)
SET(0x1DAB9,0x14)
SET(0x1DABA,0xB1)
SET(0x1DABB,0x42)
SET(0x1DABC,0x38)
SET(0x1DABD,0xF1)
SET(0x1DABE,0x40)
SET(0x1DABF,0x85)
SET(0x1DAC0,0x44)
SET(0x1DAC1,0xC8)
SET(0x1DAC2,0xB1)
SET(0x1DAC3,0x42)
SET(0x1DAC4,0xF1)
SET(0x1DAC5,0x40)
SET(0x1DAC6,0x85)
SET(0x1DAC7,0x45)
SET(0x1DAC8,0xA5)
SET(0x1DAC9,0x45)
SET(0x1DACA,0xD0)
SET(0x1DACB,0x21)
SET(0x1DACC,0xA5)
SET(0x1DACD,0x44)
SET(0x1DACE,0xC5)
SET(0x1DACF,0xDD)
SET(0x1DAD0,0xB0)
SET(0x1DAD1,0x1B)
SET(0x1DAD2,0xA0)
SET(0x1DAD3,0x17)
SET(0x1DAD4,0xB1)
SET(0x1DAD5,0x40)
SET(0x1DAD6,0xD1)

SET(0x1DAD7,0x42)
SET(0x1DAD8,0x90)
SET(0x1DAD9,0x0A)
SET(0x1DADA,0xB1)
SET(0x1DADB,0x40)
SET(0x1DADC,0x38)
SET(0x1DADD,0xF1)
SET(0x1DADE,0x42)
SET(0x1DADF,0xC5)
SET(0x1DAE0,0xDE)
SET(0x1DAE1,0x4C)
SET(0x1DAE2,0xDB)
SET(0x1DAE3,0x9A)
SET(0x1DAE4,0xB1)
SET(0x1DAE5,0x42)
SET(0x1DAE6,0x38)
SET(0x1DAE7,0xF1)
SET(0x1DAE8,0x40)
SET(0x1DAE9,0xC5)
SET(0x1DAEA,0xDE)
SET(0x1DAEB,0x90)
SET(0x1DAEC,0x07)
SET(0x1DAED,0xCA)
SET(0x1DAEE,0xCA)
SET(0x1DAEF,0x30)
SET(0x1DAF0,0x06)
SET(0x1DAF1,0x4C)
SET(0x1DAF2,0x67)
SET(0x1DAF3,0x9A)
SET(0x1DAF4,0x4C)
SET(0x1DAF5,0x14)
SET(0x1DAF6,0x9A)
SET(0x1DAF7,0x68)
SET(0x1DAF8,0xA8)
SET(0x1DAF9,0x60)
SET(0x288BE,0xA0)
SET(0x288BF,0x10)
SET(0x288C0,0xA2)
SET(0x288C1,0x9A)
SET(0x288C2,0xA9)
SET(0x288C3,0x0E)
SET(0x288C4,0x20)
SET(0x288C5,0x54)
SET(0x288C6,0xC4)
SET(0x288C7,0xEA)
SET(0x288C8,0xEA)
SET(0x288C9,0xEA)
SET(0x288CA,0xEA)

SET(0x288CB,0xEA)
SET(0x288CC,0xEA)
SET(0x288CD,0xEA)
SET(0x288CE,0xEA)
SET(0x288CF,0xEA)
SET(0x288D0,0xEA)
SET(0x288D1,0xEA)
SET(0x288D2,0xEA)
SET(0x288D3,0xEA)
SET(0x288D4,0xEA)
SET(0x288D5,0xEA)
SET(0x288D6,0xEA)

bruddog edit to jstout find open receiver

<http://tecmobowl.org/forums/topic/53837-cpu-find-open-receiver/?do=findComment&comment=446913>

SET (0x1DA2C, 0xA08060EAEAEA)

SET(0x288C7, 0xC080D005A9034CCB884CC788)

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bruddog

Down with button mashing



Posted October 9, 2016

Report post ↗

Offhand it looks mostly okay. I don't want to go through every byte. This one shouldn't be necessary as this would change the iNES header information.

SET(0x00006,0x42)

Also no need to do this

Moderators

+ 3,074

11,466 posts

Location: Ca

SET(0x288C7,0xEA)
SET(0x288C8,0xEA)
SET(0x288C9,0xEA)
SET(0x288CA,0xEA)
SET(0x288CB,0xEA)
SET(0x288CC,0xEA)
SET(0x288CD,0xEA)
SET(0x288CE,0xEA)
SET(0x288CF,0xEA)
SET(0x288D0,0xEA)
SET(0x288D1,0xEA)
SET(0x288D2,0xEA)
SET(0x288D3,0xEA)
SET(0x288D4,0xEA)
SET(0x288D5,0xEA)
SET(0x288D6,0xEA)

because then you just overwrite it with this...

SET(0x288C7, 0xC080D005A9034CCB884CC788)

You can just do that last set command.

+ Quote



You reacted to this



SBlueman

Tecmo Legend



Members

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1,048 posts

Location: San Jose, CA

Posted October 9, 2016

Report post

Gotcha. So would I run the set command for the original hack first, save, then yours? Or can they be run at the same time in TSB Tool?

BTW, the original set command is from the code in the latest version of TSB Tool. Should that be updated?

+ Quote Edit Options





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Ian Jones

Promising Rookie



Members



36 posts

Posted October 21, 2019

Report post

Not sure if this is helpful to anyone else, but I did it for myself so figured I'd put it up here

SET(0x00006,0x42)
SET(0x08519,0x935422)
SET(0x08601,0x9384)
SET(0x086B8,0x93945531)
SET(0x08837,0x94634531)
SET(0x08A55,0x9451)
SET(0x08BA0,0x93744522)
SET(0x08DD2,0x63)
SET(0x08DD4,0x21)
SET(0x09009,0x93515442)
SET(0x090ED,0x935442)
SET(0x092AC,0x9483755221)
SET(0x092F0,0x94734221)
SET(0x09314,0x93544521)
SET(0x09351,0x6364454221)
SET(0x09388,0x94925355)
SET(0x093C1,0x9473452221)
SET(0x093E6,0x94634132)
SET(0x0941A,0x93924431)
SET(0x0945B,0x945342)
SET(0x0949A,0x935422)
SET(0x094D1,0x9354)
SET(0x094DD,0x9395546122)
SET(0x0951A,0x93947255)
SET(0x09570,0x94)
SET(0x09572,0x32)
SET(0x095AE,0x93756442)



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Atrain400

Promising Rookie



Members

+ 13

73 posts

Location: Philadelphia, PA

Posted March 6 (edited)

Report post

has anyone seen the QB throw to himself with this hack? It's happened twice to me.

Edited March 6 by Atrain400

+ Quote

SBlueman

Tecmo Legend



Members

+ 289

1,048 posts

Location: San Jose, CA

Posted April 3

Report post

On 3/6/2020 at 10:24 AM, Atrain400 said:

has anyone seen the QB throw to himself with this hack? It's happened twice to me.

Does this happen when a play is called and the QB tries to throw it to an eligible receiver who got popcorned by the rush?

+ Quote Edit Options





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