



Changing offensive play slots (pass to run and vice-versa)

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By quince3800, January 23, 2013 in Hacking Documentation

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Starter



Members

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151 posts

Posted January 23, 2013 (edited)

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This has been found out (<http://tecmobowl.org/topic/12045-rom-tecmo-super-coach-2010-11-beta-101/page-5?hl=%20run%20%20slot>) avoiding the bugs that were initially pointed out (<http://tecmobowl.org/topic/7059-change-the-number-of-run-and-pass-plays/?hl=%2Bchanging+%2Brun+%2Bpass>), but there was no explanation / documentation given. (It was only stated that Jstout knows). I know you can edit the default playbooks to whatever you want (<http://tecmobowl.org/topic/11494-playbooks-ghosting-plays/?hl=ghosting>), but the plays are not then assigned to a different slot (so that they can be picked again if you change the play out).

How can you put a pass play in run slot (or the verse)? Thank you.

Edited January 23, 2013 by quince3800



Quote

**buck**

DARRELL GREEN



Posted January 23, 2013 (edited)

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Dear Promising Hacker:



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

You can not only set each SLOT to be whatever you want, you can set each PLAY!

credit jstout.

--

at **x29129** write (this jumps to the code jstout wrote down at x2bffb):

```
20ABBF
```

at **x2bffb** write (this is the actual code):

```
A008B1AE3017A5784AAABDF86420DFBFA6783DF5BFF0034C08A1A90060A5794AAABDFD65
```

finally, the "index" is at **x2c005-x2c00c**

For the index, each slot **is** a **byte with** each play being a bit.

%00000000 (x00) = all runs **and** **%11111111** (xFF) = all passes

(This is assuming that you do not already have some additional code at the 2bfbb location)

Edited January 23, 2013 by buck

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bruddog, Yak and Knobbe reacted to this

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

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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 23, 2013

Report post

Did not know that. Thanks Buck.

+ Quote ♡

quince3800

Starter



Members

+ 15

151 posts

Posted January 23, 2013

Report post

Really cool. Thank you.

+ Quote ♡

Yak

Tecmo Fanatic



Posted January 23, 2013

Report post

Buck for the win!



Members

+ 1,541

5,286 posts

Location: Boston, MA

Also "Dear Promising Hacker..." made me LOL.

Also, also, are the helpful tidbits that Buck posted not available anywhere else on the forum? If it's made into a piece of 'hacking documentation,' what would it be listed as?



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 23, 2013 (edited)

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NEEDS TO BE MOVED, because this hasn't been "officially" documented.

it's a "hack" that needs space for extra code, and "instructions" (index)

like the original topic name:

maybe label as: "code to change NES TSB offense play slots (pass to run and vice-versa)"

Edited January 23, 2013 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](#)

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted January 23, 2013

Report post

How this Buck? Listed under the RUN / PASS ratio link.

<http://tecmobowl.org/topic/9725-directory-of-hacking-docs-updated-05162010-knobbe/>



Quote



pambazos88

Starter



Members

+ 123

155 posts

Location: MX

Posted January 23, 2013

Report post

On 1/23/2013 at 10:43 AM, buck said:

(This is assuming that you do not already have some additional code at the 2bfbb location)

But if you have. Then how can you point to a new direction?

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted January 23, 2013

Report post

On 1/23/2013 at 2:43 PM, pambazos88 said:

But if you have. Then how can you point to a new direction?

I don't think you can just put it somewhere else and point to it. because inside the code itself (the large chunk of code) there are references to other locations relative to the inside of said chunk and the index itself. I have never broken down the code to find these references, and I won't be doing that. So, you would need to decipher jstout's code and find all the jumps to make them relative to the location you end up placing the code.

+ Quote



1

Knobbe reacted to this



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

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