



# Create Your Own Defenses

By xplozv, February 6, 2010 in Hacking Documentation

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Starter



Members

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246 posts

Posted February 6, 2010

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Here is a guide I just wrote on how to create your own defenses. This is based off of Jstout's awesome guide "NES Play Design Info", which you'll find a few topics down. I spent a hell of a lot time studying that. Soooo MUCH thanks goes out to Jstout for that. My guide breaks down things even further dealing with everything that I learned from it. It covers placing your formation as you have drawn it up. You'll be able to create your own defense with Pre-snap movement. I also list some important codes for Post-snap instructions as well. My guide is spread across each TSB1, that is NES, SNES, & the GENESIS version, including how to calculate their pointers. With that all said, the guide is below and feel free to ask any questions.

[Defense Guide.zip](#)[+ Quote](#)

5



quince3800, Knobbe, DFM and 2 others reacted to this

**buck**

DARRELL GREEN



Members

Posted February 6, 2010

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Man, this is a nice piece of work. I'm almost speechless. So I will just say thanks! - I will be utilizing this info soon.

[+ Quote](#)

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

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

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

## TecmoTurd

Tecmo Legend



Members

+ 102

2,947 posts

Posted February 6, 2010

Report post

This is the shit I'm talking about...nice work my man, you have proven yourself a fixture in the community with things like this...it's appreciated.

+ Quote

AIM: TecmoTurd



My SNES Hacking Info ([archives](#), [new version](#))

[SNES Resource Thread](#)

[The Tecmo Players League](#)

[RBIbaseball.us](#)

## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

**Location:** Boston, MA

Posted February 7, 2010

Report post

Seriously, great job, dude. I had no idea you were going to go so thorough when we were discussing this. It's write-ups like this that set the tone for community development. Jstout and co. dropping science is always a good thing. But tutorials will be what grabs a newer generation. *Great work, XP.*

I may be wrong, but I believe this merits 'sticky-dom.'

+ Quote

## hurricane55

Tecmo Super Champion



Posted February 7, 2010

Report post

The pre snap movement is what we are using to create a "huddle break" effect on TSB3 NCAA. See my you tube link in download section, and it has texas breaking huddle for the bubble screen play. Am implementing now for the defense. Am definatley going to look at your guide to see how to redo the defense ai for our rom. Thsi should help alot. Will be releasing the next vid of all our formation huddle breaks soon.

Members

+ 57

729 posts

Location: Taylor, Texas



Quote



### The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>

## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 7, 2010

Report post

Great write up xplozv! Something I have been too lazy to do for a long time.

Another fun thing to do is to use "randoms" presnap. You probably wrote about them in your guide I'm not sure.

For example on my "blitz defense" the SS will randomly move close to the line of scrimmage to blitz.



Quote



## xplozv

Starter



Members

+ 99

246 posts

Posted February 7, 2010

Report post

hurricane55 said:

The pre snap movement is what we are using to create a "huddle break" effect on TSB3 NCAA.

You guys have done some incredible work with TSB3. I can't wait to see all the added changes you guys are working on.

bruddog said:

Another fun thing to do is to use "randoms" presnap. You probably wrote about them in your guide I'm not sure.

I like to do that same thing. My defenses always random shifts and each player most of the time at least 2 to 4 responsibilities postsnap as well. The same look on defense won't mean the same play. I randomly set player to help in run support too by breaking their pass coverage responsibility at any given time. I will have a second guide posted in a day or two explaining how to do those as well. This first guide is just to get anyone's defensive ideas from paper to the game, and then go on from there. My next guide will dig into those deeper things to make a more complicated pro style defense.

My goal with defense is too create a great scheme that any team can win with. On any given sunday, even a bad team can win with the right gameplan regardless of talent. In that way I have been trying alot of ways to make COM & MAN play more competitive without boosting player abilities. By that same token if you pick a blitz and it doesn't get there, you will get burned, too. One thing I never liked about the original TSB was that if a player was one on

one, it was nearly always incomplete. So with the your help bruddog as well as jstout, I have been testing a lot of adjustments for receptions and interceptions and just about come up with something that I like. If welker is covered by a garbage LB, most of the time it will be a win for offense, and at the same time, don't throw to chansi stuckey by ed reed and expect a first down. With creating your own defense, you ultimately make it a chess game where vs man or vs com is tough regardless of the team's talent level. This won't give a original TSB feel, but can make a more realistic feel, especially for MAN players. Your opponent will have to do a little reading of the coverage before the blitz gets there, hopefully forcing a few punts. Another adjustment I have been testing is jump picks. In real life action, a underneath LB will often INT a QB who tries to force the ball over the middle, CBs will jump routes for INTs. I want to ultimately force a MAN qb to have to manipulate the pocket to create a passing lane, otherwise beware of the LBs lurking in a shallow zone.

With all that being said, I have just uploaded a rom that I been testing such adjustments. It has the audible shift packages for GL, 4-6, 4-3, 5-2, 3-4, 4-4, Nickel, & Dime in place. I haven't put their base coverages in yet. I would like you guys to test out these ideas for me.

Maynard said one something that made me think the other day. He mentioned to me about the MLB making all the defensive calls. So on many of the shifts you will see the MLB go "talk" with a safety or other LB before a shift or audible takes place. The defense may not even audible at all 😊. I added the defensive plays to the playcall screen like Bruddog & Maynard did for their roms. I also changed a few other graphics as well. The player icons are now team colored football. I change the receiver arrow to make a little harder for MAN to know off hand where you are going with the ball. One I add in their base defensive coverages, if all goes well, I might release this rom as Just Bring It 4, or just leave it to be dissected for ideas. Let me know what you guys think.

[Just Bring It 4 Beta.zip](#)

+ Quote



## TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted February 8, 2010

Report post

xplozv said:

In that way I have been trying alot of ways to make COM & MAN play more competitive without boosting player abilities.

How about just boosting one COM player that the MAN opponent has to watch out for? Is there a way to just give the COM player with the number over his head a RS MS HP INT boost? Then you could randomize which player the COM "controls" each play. That would give it more of a MAN vs MAN feel.

+ Quote



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

[Tecmo Tunes](#) Tecmo-themed song parodies



# buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 8, 2010

Report post

The first thing I want to do for TSB defense is randomize the Inside-LBs (depending on run or pass picked) - because they usually just sit there a couple yards off the LOS.

1. either or both can "mirror ball carrier" at random depths
2. either or both can blitz up the middle (maybe bumping the NT on the way)
3. either or both can drop back in pass coverage

But this scenario would stay within the original TSB 3-4 and pickable-play scheme.

+ 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

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 9, 2010

Report post

You can only boost a specific position(s) at least within the confines of the defensive play design.

TomTupa said:

How about just boosting one COM player that the MAN opponent has to watch out for? Is there a way to just give the COM player with the number over his head a RS MS HP INT boost? Then you could randomize which player the COM "controls" each play. That would give it more of a MAN vs MAN feel.

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Report post

Here are some thoughts with no real order to them.

BAD: Sorry to post this first but I didn't like the smaller icons. It was very hard to tell WHO I WAS selecting or throwing to. Maybe just a tad bigger?

SELF-PROMOTION: I still like the way I made defensive lines more dynamic by adding random HP boosts in my rom. The better lines get you more overall pressure without having to add too many blitzing players.

GOOD: The formations and shifts look and act very well.

One problem with Tecmo is that it really doesn't support complex defenses and offenses too well because of the compressed field. Plays that work in the NFL are much harder to make work or don't work at all since the vertical spacing is much smaller.

One of things I run into is making sure the pass defenses aren't too good as run defenses and the run defenses are too good as pass defenses. Granted if you have an Ed Reed, Patrick Willis type player you are more flexible.

I'm definitely adding some presnap shifts but I will probably only add 1 for each defense other than the one blitz defense. I still want it to be fairly vanilla so that its fairly obvious strategically what your defense will be doing every play.

I'm not sure what you mean about the ball being always incomplete in TSB? Even when there is coverage a lot of times the QB will "overthrow" the ball and the WR will jump for it. And good qbs and WR's complete a lot of covered passes. There is a whole spreadsheet detailing how this works for the most part. Were referring to COM vs MAN play?

I definitely know what you mean about WR's vs LBs etc. I tweaked the passing game hex values to make it slightly more realistic. Any great db can jump pick any QB. Even some LBs can jump pick some of the bad qbs.

I think the coverage has to be somewhat diluted for man vs man play since a man defender can cover a lot of ground. For man vs com its probably good to have it fairly strong. I have a few plays where the QB can "manipulate the pocket since the LB's are "mirroring the QB at a certain depth level" By scrambling t the bottom you may take away LB in passing lane to an open player.

▼ xplozv said:

[

▼ bruddog said:

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I like to do that same thing. My defenses always random shifts and each player most of the time at least 2 to 4 responsibilities postsnap as well. The same look on defense won't mean the same play. I randomly set player to help in run support too by breaking their pass coverage responsibility at any given time. I will have a second guide posted in a day or two explaining how to do those as well. This first guide is just to get anyone's defensive ideas from paper to the game, and then go on from there. My next guide will dig into those deeper things to make a more complicated pro style defense. My goal with defense is too create a great scheme that any team can win with. On any given sunday, even a bad team can win with the right gameplan regardless of talent. In that way I have been trying alot of ways to make COM & MAN play more competitive without boosting player abilities. By that same token if you pick a blitz and it doesn't get there, you will get burned, too. One thing I never liked about the original TSB was that if a player was one on one, it was nearly always incomplete. So with the your help bruddog as well as jstout, I have been testing a lot of adjustments for receptions and interceptions and just about come up with something that I like. If welker is covered by a garbage LB, most of the time it will be a win for offense, and at the same time, don't throw to chansi stuckey by ed reed and expect a first down. With creating your own defense, you ultimately make it a chess game where vs man or vs com is tough regardless of the team's talent level. This won't give a original TSB feel, but can make a more realistic feel, especially for MAN players. Your opponent will have to do a little reading of the coverage before the blitz gets there, hopefully forcing a few punts. Another adjustment I have been testing is jump picks. In real life action, a underneath LB will often INT a QB who tries to force the ball over the middle, CBs will jump routes

for INTs. I want to ultimately force a MAN qb to have to manipulate the pocket to create a passing lane, otherwise beware of the LBs lurking in a shallow zone. With all that being said, I have just uploaded a rom that I been testing such adjustments. It has the audible shift packages for GL, 4-6, 4-3, 5-2, 3-4, 4-4, Nickel, & Dime in place. I haven't put their base coverages in yet. I would like you guys to test out these ideas for me. Maynard said one something that made me think the other day. He mentioned to me about the MLB making all the defensive calls. So on many of the shifts you will see the MLB go "talk" with a safety or other LB before a shift or audible takes place. The defense may not even audible at all 😊. I added the defensive plays to the playcall screen like Bruddog & Maynard did for their roms. I also changed a few other graphics as well. The player icons are now team colored football. I change the receiver arrow to make a little harder for MAN to know off hand where you are going with the ball. One I add in their base defensive coverages, if all goes well, I might release this rom as Just Bring It 4, or just leave it to be dissected for ideas. Let me know what you guys think.

+ Quote



xplozv

Starter



Members

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246 posts

Posted February 9, 2010

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Yes, I was talking about COM vs MAN play when it comes to some of those shorter routes. When you try on the original to get those 7 to 10 yards and the receiver is sitting there covered(happens more on Genesis than any other version in my opinion), you can count on it to be incomplete.

bruddog said:

I think the coverage has to be somewhat diluted for man vs man play since a man defender can cover a lot of ground. For man vs com its probably good to have it fairly strong.

That's a great point. In order to really make a great all-around rom is not easy, sometimes seems impossible. I am one who plays M vs M, M vs Com, & Coa, and sometimes I like to change modes in a middle of the season without changing to a different rom. If M vs com is great, one of the other two isn't and so on. So I had been working on trying to balance the 3 modes on one rom but get disappointed in one of them. You and Maynard have the right idea in specializing in one specific mode rather than all 3 at once.

bruddog said:

One of things I run into is making sure the pass defenses aren't too good as run defenses and the run defenses are too good as pass defenses.



That's a great way to do it. I think I been trying to hard to make each defense too good.

+ Quote



## drunken\_honkey

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

Posted February 9, 2010

Report post

And to go with what my bro Hurricane55 was saying, we were using the randomizing thing already with the huddle break so that when u break huddle it should rarely look the same. The QB especially. Were also doing things with the offensive plays where things can change depending on what defense is called. All we needed was to research the defensive side of the ball to see how much we could get away with. We don't want to add too much more offense to what already is a heavy dose that TSB3 is known for. So to counter the offensive silent audibles we're creating defensive audibles that can hide what the defense is doing. Wanting to make some plays become high risk, high reward type deals. So much thanks, you've prolly cut out months of research and testing for us. I'm looking foward to applying this and seeing it in action...

+ Quote



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



Our Rom discussion thread:

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

## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 9, 2010

Report post

I had tons of strategy involved when I drafted out TSC's initial game play. A notebook of ideas and illustrations. After rehearsal every night, my buddy Dan and I would smoke butts in my kitchen and draft out ideas. Most of them I didn't think were possible until I either learned how to do it, or Jstout pointed me in the right direction, pinning-the-nail-on-the-donkey style. Layers and layers of game play logic thoughts, in not just a football sense, but how to 'best' manipulate TSB, and coupled with a lot of intoxication. I'll guarantee you I've coded this game less-sober more often than not. You can put money on that shit.

I'm pumped to check out new work from people...

I like stealing new functionality. 😊

But seriously, after I'm done with v1.2, I plan to do a good once over the community ROMs out there and start writing down a list of shit that I want to scavenge. Bruddog, your ROM is sounding tasty. And you're doing some interesting things, XP.

+ Quote





buck

Posted February 9, 2010

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

I've easily spent the last year (notebooks, spreadsheets, MAN testing, etc, hundreds of test-roms) on the Buck 09-10 ROM (it started as Time Machine 2...)

with the goals:

be the "same" as original TSB (traditional-style), but better,

make new plays,

maintain the "chess-match/mind-game" of picking plays,

implement hacks - mainly HP, PA, Quickness

make a solid rom for both MAN and COM play.

...anyways

On the other hand, I'm interested in the "weird" stuff you guys are doing - [TSB is becoming a different game - mainly for the loss of the play-picking.]

Personally, I'd like to continue to make "traditional" TSB roms, so that there's still the "mind-game" aspect to it (I think TSB is unique in that you can "pick an opponents play") - but somehow implement some of the new defensive formations/ideas you guys have come up with.

Any ideas on how to do this (maintain play-picking but have variable-formation defenses)? I think it is as important to keep the "traditional" TSB-style alive as you guys move the game to a more Madden-like simulation experience.

Maynard\_G\_Krebs said:

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+ Quote



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Tecmo Fanatic

Posted February 9, 2010

Report post

It's funny, because for as long as I've lived TSB, I've never quite understood the boost blitz. I



Members

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5,286 posts

Location: Boston, MA

get that maybe in a Defensive reaction (which aren't really even architecturally sound in having any actual rationale--although applicable, for sure) a few players come to the line and shoot towards the QB. But I've really never fully understood the mechanic / interest of a full-on out Berserk-style rush. I accept that my interest is a-typical, however.



+ Quote



## bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted February 9, 2010

Report post

✓ xplozv said:

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Gotcha. It gets especially hard as the computer gets "boosts" to make them faster better at intercepting etc.

✓ xplozv said:

That's a great point. In order to really make a great all-around rom is not easy, sometimes seems impossible. I am one who plays M vs M, M vs Com, & Coa, and sometimes I like to change modes in a middle of the season without changing to a different rom. If M vs com is great, one of the other two isn't and so on. So I had been working on trying to balance the 3 modes on one rom but get disappointed in one of them. You and Maynard have the right idea in specializing in one specific mode rather than all 3 at once.

I definitely think concentrating on one mode or the other is best. Or you just have to be willing to sacrifice a bit to make both good. Unfortunately I still think in COM mode there is no real way to make them play smart. You can make them tough to beat with insane boosts,

etc but the computers play selection logic is just terrible and there is no real way to fix that without a modified emulator like TSBultra running on top of it.

+ Quote



## bruddog

Down with button mashing



Moderators

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Location: Ca

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Report post

That's a nice graphical touch. I imagine TSB 3 has much more free space to play with.

drunken\_honkey said:

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I think actually having less picked plays makes it MORE of a mind game. I've noticed in the practice games I've played that "tecmo skill" becomes less important and setting up certain plays or the mind game of "okay he's sitting in dime i'm going to run. Or maybe he's going to come at me with 8 in the box now i'll continue passing" is actually stronger.

However I see how the casual fan might miss the simple pick your play style. One of the other benefits for me of going with non-picked plays is that I don't have to worry about "borrowing" or coding a new defense that better fits the play. Each defensive reaction is somewhat tweaked for each play.

Anyway the answer to your question is yes. You could still put in a blitz reaction so that if guess the same play as your opponent you get the typical crazyblitz otherwise you would get the default defensive reaction for that play. I think logically though it would be kind of confusing picking plays that way but it could be very interesting as well.

buck said:

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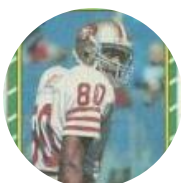
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+ Quote



buck

DARRELL GREEN



Members

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Posted February 10, 2010

Report post

I don't understand why it's thought of as "blitz".

I think of it as "I called your play (I knew what you were going to do)" = you get shut down.

The only way to implement "knowing what the other guy is going to run" in TSB is to make all the defense bum rush the show (or ball carrier) with using the so-called "blitz" bytes.

Like in real life, if you KNOW that a team is going to run the same play over and over, you will put the defense in a position to stop it. In TSB, that "position" is bum rush ball carrier.

I like it. It's a reward for being smart or a lucky guesser.

✓ **Maynard\_G\_Krebs said:**

It's funny, because for as long as I've lived TSB, I've never quite understood the boost blitz. I get that maybe in a Defensive reaction (which aren't really even architecturally

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

sound in having any actual rationale--although applicable, for sure) a few players come to the line and shoot towards the QB. But I've really never fully understood the mechanic / interest of a full-on out Berserk-style rush. I accept that my interest is atypical, however.

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✓ buck said:

Any ideas on how to do this (maintain play-picking but have variable-formation defenses)? I think it is as important to keep the "traditional" TSB-style alive as you guys move the game to a more Madden-like simulation experience.

That can be done. I am about to do this and see what it'll be like. You're right, it is making the game more like a simulation. And it seems that w/o picked plays, if you're playing Man vs Com, it doesn't matter what defense you've created, the Com never picks the best one. The logic is simply just designed for guessing the play that you're using, and not choosing the best play to defend what you're using. It has not mattered which slot I've put defenses in for man vs com, as long as the com is not super juiced in some way, it not even close competition, or i have to put some type of blitz in for every play I make. Now man vs man & coa mode have adjusted well to me when it comes simulation style defense. It forces you though to make 3 separate roms, which is not really bad because you can make all the changes you want to make that specific mode the best it can be. I am in a 3-way split when it comes to TSB. First, i'm in favor of simulation style defense for coa mode since you're not actually running the plays yourself. Secondly, make defenses weaker for man vs man play since man player can cover a lot of ground like bruddog mentioned. Third, use picked plays for man vs com like you said buck to keep the com as competitive as possible. Those picked plays hurt when com does it at the right time like when you're already backed up. I am going to put picked plays back in and see how they work out of a variety of formations, or if they work better in their original formation.

+ Quote



buck

DARRELL GREEN



Posted February 10, 2010

Report post

I'm actually talking about 'picked plays' vs MAN...I would prefer not having to worry about picked plays vs COM - since it's random.



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

I'm trying to imagine a way to have different defensive formations based on slot (like you guys have been doing) but also keep the 'picked play' aspect.

So far, it doesn't seem like it would be any good. For example, say a guy is picking Pass-4 (dime) and offense picks Pass-4. Make the defense do the "bum rush", so the play is tough/impossible to run. Next time, defense picks Pass-4 (dime) but offense picks Pass-3. No bum-rush, but the defense lines up in dime and does whatever.

The thing is, if the offense sees "dime", but offense didn't pick Pass-4 - he knows he's gold...kinda takes away the pre-snap excitement.

😞 I think that another way to do it is to use a certain defensive formation (always) against a certain offensive formation. But what the defense DOES (good/bad coverage, "bum rush", etc) depends on the play slot the defense picks.

An example using this scheme - any Shotgun play picked by the offense results in the defense lining up in Dime. But if offense picks Pass-4 and defense picks Pass-4, the defensive formation is Dime and the defense bum-rushes. Otherwise, if offense picks shotgun Pass-4 and defense picks "anything besides Pass-4", the defense lines up in Dime and does whatever.

What do you think about this?

👇 xplozv said:

That can be done. I am about to do this and see what it'll be like. You're right, it is making the game more like a simulation. And it seems that w/o picked plays, if you're playing Man vs Com, it doesn't matter what defense you've created, the Com never picks the best one. The logic is simply just designed for guessing the play that you're using, and not choosing the best play to defend what you're using. It has not mattered which slot I've put defenses in for man vs com, as long as the com is not super juiced in some way, it not even close competition, or i have to put some type of blitz in for every play I make.

Now man vs man & coa mode have adjusted well to me when it comes simulation style defense. It forces you though to make 3 separate roms, which is not really bad because you can make all the changes you want to make that specific mode the best it can be. I am in a 3-way split when it comes to TSB. First, i'm in favor of simulation style defense for coa mode since you're not actually running the plays yourself.

Secondly, make defenses weaker for man vs man play since man player can cover a lot of ground like bruddog mentioned. Third, use picked plays for man vs com like you said buck to keep the com as competitive as possible. Those picked plays hurt when com does it at the right time like when you're already backed up. I am going to put picked plays back in and see how they work out of a variety of formations, or if they work better in their original formation.

+ 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](#)



xplozv

Starter



Members

+ 99

246 posts

Posted February 10, 2010

Report post

✓ buck said:

The thing is, if the offense sees "dime", but offense didn't pick Pass-4 - he knows he's gold...kinda takes away the pre-snap excitement.

I kept getting frustrated with that.

✓ buck said:

😬 I think that another way to do it is to use a certain defensive formation (always) against a certain offensive formation. But what the defense DOES (good/bad coverage, "bum rush", etc) depends on the play slot the defense picks.

I think I understand what you mean now. This will enable a defensive variety and upgrade while still maintaining an original tsb feel to it. I agree with that solution. Using your example to make sure I understood, If offense picks a shotgun pass & defense picks a running play, use dime w/poor coverage; If offense picks a shotgun pass & defense picks any other pass play, use dime w/better coverage; If offense picks a shotgun pass & defense picks exact play, then bum rush.

If I understood you correctly, this would actually be easier to implement than the stuff I've been working on. Right under my very nose. 😬



Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 10, 2010

Report post

✓ xplozv said:

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If I understood you correctly, this would actually be easier to implement than the stuff I've been working on. Right under my very nose. 😬

My thoughts are that I see this as being way harder than easier in the long run. And that you're taking actual choice away from players. "What if I don't want to run Dime?" Adversely, I do agree, I think it's a smart idea, and is more in line with the original programming if you really observe the original defensive architecture.



Quote



buck

DARRELL GREEN

Posted February 10, 2010

Report post





Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

To me, the point is primarily cosmetic. As far as I can tell, for MAN v MAN, it's a small field, the original 3-4 defense can do about everything you need with the right coding. So, to make it 'look cool' (always good) you add-in the variety defense.

You're right - the offensive formation would dictate the defensive formation...this can be used to the offenses advantage (use a playbook of certain formations) for different matchups. Because, there will be small differences in the line-up of your star defensive player - like your LB is further back or your FS is closer to LOS.

..."way-harder than easier" than what?

▼ **Maynard\_G\_Krebs said:**

My thoughts are that I see this as being way harder than easier in the long run. And that you're taking actual choice away from players. "What if I don't want to run Dime?" Adversely, I do agree, however, that this is more like original TSB. 😊

+ Quote



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

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SBlueman



# Create Your Own Defenses

By xplozv, February 6, 2010 in [Hacking Documentation](#)

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Starter



Members

+ 99

246 posts

Posted February 10, 2010

[Report post](#)**Maynard\_G\_Krebs said:**

My thoughts are that I see this as being way harder than easier in the long run. And that you're taking actual choice away from players. "What if I don't want to run Dime?" Adversely, I do agree, however, that this is more like original TSB. 😊

That's thing that got me desiring to edit tsb was that there was no choices. I also was like, even if in real life a team or player knows what you're going to do, that can't stop you all the time. So I started trying to make more simulation styled defenses. I like playing both ways from time to time depending which mode I am playing in. And I just mention that it would be easier in the sense for those who want different defensive looks, and still want to be the original style. I plan on making roms later for both styles. However, I am still all for furthering where tsb is headed right now. I'm still amazed at what can be done with this game, especially finding ways to work around com's logic.

[+ Quote](#)**Yak**

Tecmo Fanatic



Posted February 10, 2010

[Report post](#)**buck said:**

To me, the point is primarily cosmetic. As far as I can tell, for MAN v MAN, it's a small field, the original 3-4 defense can do about everything you need with the right coding. So, to make it 'look cool' (always good) you add-in the variety defense.



Members

+ 1,541

5,286 posts

Location: Boston, MA

'Doing everything you need' is not how invention is made. If so, we would all still have ice boxes to keep meat cold before we watched The Honeymooners on our new television box that sent us black and white images and shoddy sound through a wiring system with *potential* to burn our houses down. Why get a new TV? It does everything you *need*. But if you could create variety, and variety begets choice, and choice fosters creativity, than now we have a cooler community with a more varied set of creations inspiring all new ideas a year or two from now that weren't thought of last year, and etc. I don't think we're debating the merits of what style of playing TSB is 'more fun,' because who gives a shit, right? I think what we're talking about is the difference between a want to perfect the known style of the previously shared TSB experience--one of high-octane, I pick-your-play-motherfucker, button-smashing fever--and one that is different and new. And you're either someone who likes new experiences, or you're not. 😊

I think if I'm someone who is worried that somehow TSB is going to 'change,' I should relax. TSB is TSB.

Quote

You're right - the offensive formation would dictate the defensive formation...this can be used to the offenses advantage (use a playbook of certain formations) for different matchups. Because, there will be small differences in the line-up of your star defensive player - like your LB is further back or your FS is closer to LOS.

Honestly, I think the greatest merit to this concept (other than how it really does fulfill a deeper original TSB themed experience) is how it would affect the proposed "Audibles" concept. Under this play-style, the working 'Audibles' idea could really work. Yes, I'm sure it's an idea that is strange to some, but you could really make it functional, albeit still automatic, if your ROM was designed with this play-calling architecture.

Quote

..."way-harder than easier" than what?

Well, the way I see it, this idea opens up each reaction to the formation it juxtaposes with the need to be different than the others. So, instead of a blanket DIME with maybe some options in it for varying offensive formation types, you now have 8 separate options that have to be unique. Sure, I guess each of the eight DIME reactions could have one or two player differences between them--but that sounds pretty weak to me for the loss of losing out on actual choice as a player. And to alter them too much is to have to really define how each reaction instance is unique to the varying offensive plays.

It sounds a lot like pandora's box to me.

+ Quote



buck

DARRELL GREEN



Posted February 10, 2010

Report post

Quote

Maynard\_G\_Krebs wrote:

'Doing everything you need' is not how invention is made. If so, we would all still have ice boxes to keep meat cold before we watched The Honeymooners on our new



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

television box that sent us black and white images and shoddy sound through a wiring system with potential to burn our houses down. Why get a new TV? It does everything you need. But if you could create variety, and variety begets choice, and choice fosters creativity, than now we have a cooler community with a more varied set of creations inspiring all new ideas a year or two from now that weren't thought of last year, and etc. I don't think we're debating the merits of what style of playing TSB is 'more fun,' because who gives a shit, right? I think what we're talking about is the difference between a want to perfect the known style of the previously shared TSB experience--one of high-octane, I pick-your-play-motherfucker, button-smashing fever--and one that is different and new. And you're either someone who likes new experiences, or you're not. 😊

Um...what? I never said (or tried to imply) to "STOP" evolving TSB or that "picked-play TSB" is better than "Madden TSB"...(Why would you assume such bullshit?) I just wanted to say that there are "some people" who thoroughly enjoy being able to pick an opponents play and/or avoid getting his play picked. And therefore, to maintain that unique characteristic of TSB while "evolving" along with the cool things you, bruddog, and xplosive are doing on the defensive front sounds like a decent idea, huh?

Quote

**Maynard\_G\_Krebs wrote:**

Honestly, I think the greatest merit to this concept (other than how it really does fulfill a deeper original TSB themed experience) is how it would affect the proposed "Audibles" concept. Under this play-style, the working 'Audibles' idea could really work. Yes, I'm sure it's an idea that is strange to some, but you could really make it functional, albeit still automatic, if your ROM was designed with this play-calling architecture.

ok - not that familiar with the "proposed audibles concept" yet...but I like the sound of it.

Quote

**Maynard\_G\_Krebs wrote:**

Well, the way I see it, this idea opens up each reaction to the formation it juxtaposes with the needs to be different than the other. So, instead of a blanket DIME with maybe some options in it for varying offensive formation types, you now have 8 separate options that have to be unique. Sure, I guess each of the eight DIME reactions could have one or two player differences between them--but that sounds pretty weak to me for the loss of losing out on actual choice as a player. And to alter them too much is to have to really define how each reaction instance is unique to the varying offensive plays.

Yeah, I see what you're saying. It's just an idea that I was hoping to discuss/modify. Essentially, a way to maintain 'play-calling' and still keep it 'hidden' until snap (see a couple of posts up).



Quote



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

## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 10, 2010

Report post

I think it's a great idea, dude. I think it's perfect for how I could see you, and others who are more purist in their TSB interest, evolve TSB more to their liking. Well done. The closest comparison I can make to this is what Jstout did with his 4-3 / 3-4 ROM, but spreading out the amount of reaction types across the grid, and really specifying them ala some of other new ROMs. In my opinion, it's the way to go if you're looking to really make a closer TSB experience to the original but with new flavor.

+ Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 10, 2010

Report post

Hey, Buck, if your last message above looks a little messed up, it's because I hit the edit button by accident on your post instead of the quote!

+ Quote



## jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted February 10, 2010

Report post

xplozv said:

That can be done. I am about to do this and see what it'll be like. You're right, it is making the game more like a simulation. And it seems that w/o picked plays, if you're playing Man vs Com, it doesn't matter what defense you've created, the Com never picks the best one. The logic is simply just designed for guessing the play that you're using, and not choosing the best play to defend what you're using. It has not mattered which slot I've put defenses in for man vs com, as long as the com is not super juiced in some way, it not even close competition, or i have to put some type of blitz in for every play I make.

In the CIFL rom, I created some defensive logic similar to TSBUltra. Roughly, each team has a rating of how good their overall, run, and pass defense is. The Computer checks a random number and if their overall is better is goes to "JAILBREAK" mode else "NORMAL" mode. "JAILBREAK" mode, the computer checks its Run/Pass defense value (run vs run or pass vs

pass) vs a random and if better is given the offensive play call. If not, then heads back to a "NORMAL" mode. In "NORMAL" mode, the computer checks whether it called a run or pass where 50% of the time will keep the play call and 50% of the time will change the call to the run/pass play the offense has called most during the game.

I'm sure something like that could be tweaked even without the blitzes to give the different computer teams some more skill.

+ Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 10, 2010

Report post

✓ jstout said:

In "NORMAL" mode, the computer checks whether it called a run or pass where 50% of the time will keep the play call and 50% of the time will change the call to the run/pass play the offense has called most during the game.



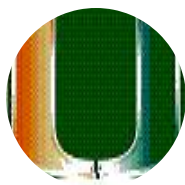
I'm all for a derivative of this logic point you just wrote about being applied to my ROM edit, personally. You actually just made my day with this statement, Jstout. I had no idea such things existed.

+ Quote



## hurricane55

Tecmo Super Champion



Members

+ 57

729 posts

Location: Taylor, Texas

Posted February 10, 2010

Report post

Just got caught up reading this thread....One thing to remember is that the defense should feel like the teams defense as well. Playing a 3-4 d is differnet than a 4-3. Keeping that logic while still trying to have more "control" of the defense is just as important. Also agree with Buck on calling the right paly to "blow it up". just my opinions....also agree with not taking to much control from the player for sim sake. It's a tough line, but I will Walk the Line, and Walk Hard:)

+ Quote



[The 'U' Knows Swag](#)

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>



## bruddog

Posted February 10, 2010

Report post

Down with button mashing

The player still has a LOT do with the outcome of a play.



Moderators

+ 3,074

11,466 posts

Location: Ca

+ Quote



Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted February 11, 2010

Report post

I've been thinking about Buck's idea more--the one where the Defensive Formation is automatically chosen based of the Offense, but the derivative of the Defensive Formation specifics is predicated off the Defense's play choice. It totally has a ton of merit. My opinion is that it's definitely closer to a TSB-style of play.

But the reason why I'm writing this post is to add that I **really** do think that the 'Audibles' would be 'best' used in this example of play calling. In fact, were I to organize a game in the nature of Buck's Idea, I would use the Audible concept as the Boost Blitz. In this fashion you could, most definitely, have a positive and negative Audible. The negative for the Offense being the positive for the Defense and visa versa. Both sides could have their own version of a team benefit given by a new version of the Boost Blitz as found in the original TSB, but could be altered to be more coverage being a sure-thing DIME backfield Defense, or it could be a modified all-out Blitz on a Goal Line formation.

The Offensive version could be utilized best when the Offense picks a play, and the Defense picks the worst option of the choices. To do this, though, I feel you'd have to limit your Men-In-Motion concept so that when a player does see a team divide up into new positions, you know shit is about to hit the fan.

Anyhoo, there are a lot of ideas I crafted in my mind about how to utilize this idea. I could easily debate the merits of using this style of play for a MAN ROM. Although, I do find preference in still having a set play for a coaching ROM, since 'control' is what the TSB Coach lacks more than anything else.

+ Quote



hurricane55

Tecmo Super Champion



Posted February 13, 2010

Report post

that sounds more like what defense audibles i want...there would be 2 defense alignments on audibles a nickel typ and a goalline type....1 real blitz, and a nother that is more of a bluff of that blita...don't know itf that's possible...on offense, ther is very little motion in the formations we are using because we are using the 4-5 dead seconds to animate the huddle breaks...it is purely aesthetic, but gives the game "feel". the Defense would do the same,





Members

+ 57

729 posts

Location: Taylor, Texas

except it would randomize final spots like CB up or Back, OLB inside outside DE etc.... The audible could be a good i'm blitzing, no i'm not mini game before the snap. That's all for now...back to designing plays...wahahahahahaha!!!!!!

+ Quote



The 'U' Knows Swag

NCAA 2012 TSB3 3.2 thread starting to leak info for this years tsb3 college release

<http://tecmobowl.org/forum/viewtopic.php?f=103&t=14771&p=126229#p126229>

Check out my 95% done Coach K, need to update rosters only, but have basic playstyles.

<http://knobbe.org/forum/viewtopic.php?f=34&t=13411&p=107241#p107241>

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 14, 2010

Report post

OK, I need a little more help to get started here...

Let's say all I want to do is change the "Pre-Snap Lineup" of a defender.

I can find the pointers for each defender in PlayMaker 0.2 - How do I go find the actual ROM location for that pointer so I can change the "lineup"?

+ 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



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 14, 2010

Report post

Are they "direct" pointers?

✓ buck said:

OK, I need a little more help to get started here...

Let's say all I want to do is change the "Pre-Snap Lineup" of a defender.

I can find the pointers for each defender in PlayMaker 0.2 - How do I go find the actual ROM location for that pointer so I can change the "lineup"?

+ 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](#)

xplozv

Starter



Members

+ 99

246 posts

Posted February 14, 2010

Report post

Let's say your pointer is "E5A9"  
Swap the 2 bytes to get "A9E5"  
Now just add x10(in hex) to get offset "A9F5"  
And that would be your location.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 14, 2010

Report post

Thanks!

✔ xplozv said:

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+ 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



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted February 14, 2010

Report post

well, I'm using BAD\_ALs playmaker - and when I hover the mouse over a defender - at the top is the "pointer".  
In playmaker, let's say I see [b617] - now what? I've tried adding and subtracting x10, tweaking the lineup, but I don't see any change...so I must be at the wrong spot.

+ 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](#)

Tecmo Titles: Lincoln V  
(2015)

xplozv

Starter



Members

+ 99

246 posts

Posted February 14, 2010

Report post

I forgot to mention that when you see a pointer in playmaker, the bytes have already been swapped. Now you only have to add x10 in hex to it. But if you get a pointer out of the def play section at x6010, then you have to swap the bytes and add x10.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V  
(2015)

Posted February 14, 2010

Report post

yeah, that's what I figured. The only thing is, the adjustments I'm making aren't doing anything...

I'm trying to tweak LILB [b617].

So I go to 0xb627 and see: "D00018EC... etc"

Nothing I change does anything (yeah, I'm picking the right defense and everything). I've even set the EC to EA, he's still standing up...?

✓ xplozv said:

I forgot to mention that when you see a pointer in playmaker, the bytes have already been swapped. Now you only have to add x10 in hex to it. But if you get a pointer out of the def play section at x6010, then you have to swap the bytes and add x10.

+ 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](#)

xplozv

Starter



Posted February 14, 2010

Report post

Do you still have playmaker open after you saved your changes in your hex editor? Every once in a while it won't let the hex editor changes save if that is the case. I just changed EC to EA on the original and it works.

+ Quote



Members

+ 99

246 posts

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 14, 2010

Report post

yes, but all the variations (except the bum rush) have LILB doing b617.

+ 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



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted February 14, 2010

Report post

I am changing it 'on the fly' with the emu open and tweaking the rom file (live testing) - I've always done it this way.

+ 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 February 14, 2010

Report post

wow...I was being a complete idiot. I figured out what was going wrong. Thanks for the help, xplozv.

+ Quote



x

Members  
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

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

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

## Tecmonster

rom producer



Members

+ 211

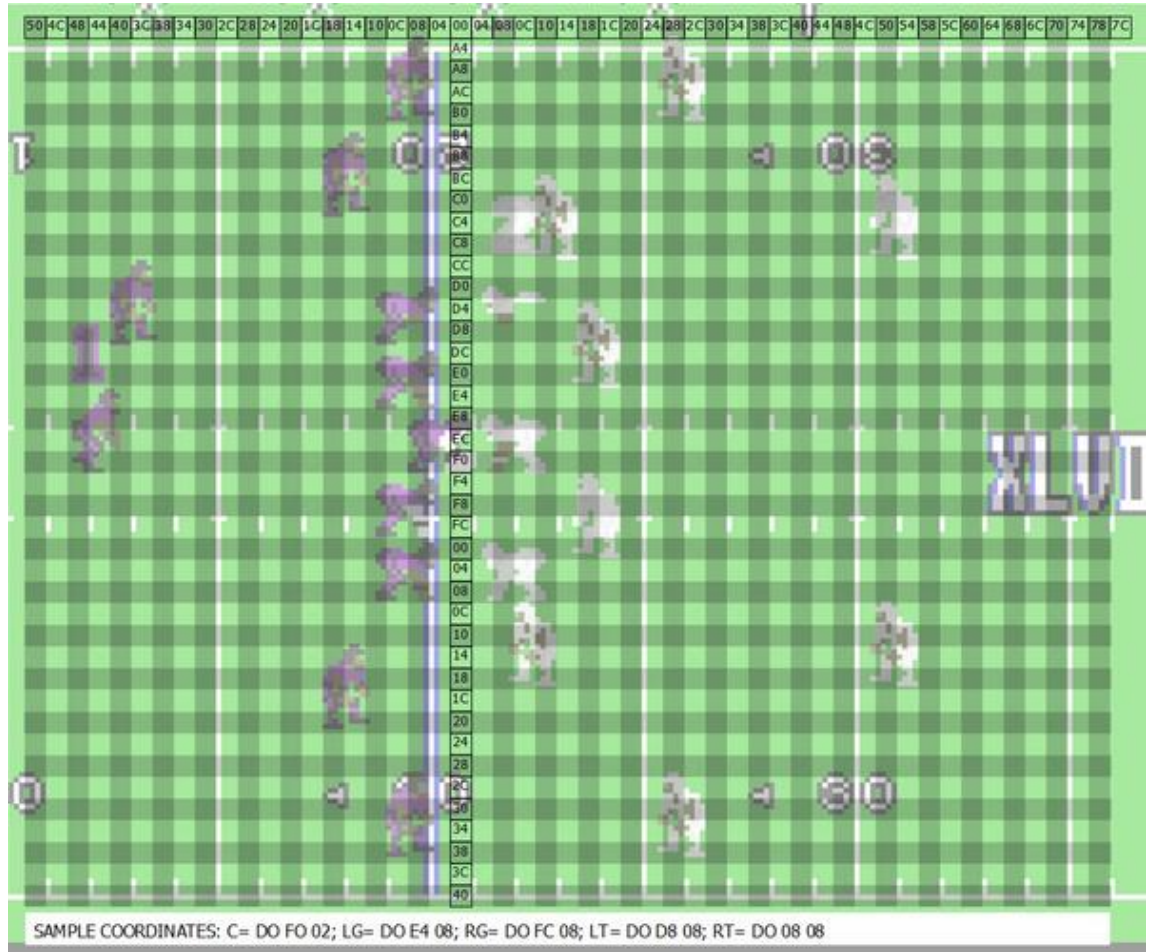
634 posts

Location: Reno, NV

Posted June 25, 2013

Report post

Here's a graphical representation of xplozv's D0 field placement narrative (attached).



+ Quote

5

Yak, buck, quince3800 and 2 others reacted to this

## buck

DARRELL GREEN



Posted June 25, 2013

Report post

On 6/25/2013 at 4:47 PM, Tecmonster said:  
Here's a graphical representation of xplozv's D0 field placement narrative (attached).

Man, if that graphic is correct, that is a really badass contribution. Thanks.

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

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

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



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted June 27, 2013

Report post

On 6/25/2013 at 4:47 PM, Tecmonster said:

Here's a graphical representation of xplozv's D0 field placement narrative (attached).

We need more infographics!! Seriously. Make more. We need more. I'll link this in the resource message board soon.

+ Quote

1

Knobbe reacted to this



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SBlueman



## Create Your Own Defenses

By xplozv, February 6, 2010 in [Hacking Documentation](#)

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quince3800

Starter



Members

+ 15

151 posts

Posted April 3, 2014 (edited)

[Report post](#) 

This is for the newer people because I just figured this out. There's functions called hexdec and dechex on excel that allow you to organize your pointers. For a given play you can figure out what location to start in rather than having to flip back and forth between where ever you're keeping track of pointers you just made and another spreadsheet:

1. Enter in the first hex location for a given byte in a cell (for example: defense 50 is at 66f0, which is in [row 31](#) in the downloadable defensive pointers spreadsheet). Thus, for our example, you'll type 66f0 in cell [M31](#);
2. Off to the side along the same row, enter "=hexdec([M31](#)).". (M31 is the first blank space to the right on this spreadsheet. You should get the value 26352);
3. Go down one cell from what you just entered (=hexdec..., which we'll call Z31) and type "=[Z31](#)+22.". (This was typed at [Z32](#) and should yield 26374);
4. Then come back to the original row (at [M32](#)) and type "=dechex([Z32](#)).". This should come out to a value of 6706.
5. Simply copy and paste vertically all the way down the column until you've finished at FD (being the pointer value, with 75CE, presumably at [M204](#)). [Z204](#) then should read 30158.

Working on the 4-3 is not more complicated. All you have to do is start the process with 466F0 instead of 66F0 for the 3-4. The first hexdec command/equation will yield 288496, then plus 22 in the cell below will give you 288518. Covert the cell underneath of the value 466F0 (=dechex of the cell containing 288518) and then copy and paste accordingly. The values will read like normal.



This helps know where to start when editing plays, rather than counting to 22 everytime you want to start or having to use a calculator.

Edit: I've noticed that they're a large gap (see the calculations from 033 on the 3-4 tab) in the defensive play byte coding. There are 37 available slots from 2c to 50. Has anyone tried playing with these? (It works out evenly also, as there are 814 hex spaces and  $22 \times 37 = 814$ ).

There a similar gap on offense between the formation pointers (41f4) and those dealing with the offensive (non-STs) play commands. I don't know how you would access these, but there's space there.

[Pointers help.xlsx](#)

[Defensive Pointers.xlsx](#)

Edited April 15, 2016 by quince3800

Spreadsheet being updated and question asked

 Quote


 2



Knobbe and buck reacted to this



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