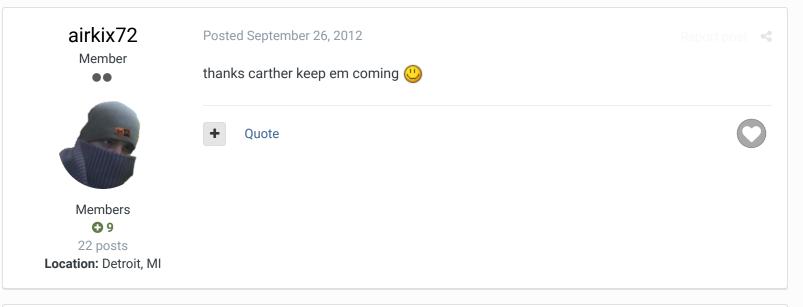


3,015 4,500 posts **Tecmo Titles:** 2 Burning Mort I & II



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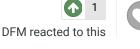


Members 123 155 posts Location: MX

Posted September 26, 2012

But you knew all of this!, then can you please explain how to change the palettes in a single "TILE-BLOCK" so that it has a specific number of tiles from 1 palette and the rest from another 1, (like I told you they've done with the Y's at the endzone in your other post). Cause I see they've modified the values at offsets: x2cd77, x2cd88, x2cd99 and x2cdaa all of them corresponding to the palettes for the "Y" on the Endzone to the RIGHT, so that it can have both palettes 1 for the YELLOW "Y", and the other for the colors you have for your right endzone, (this palette for the yellow "Y" its also the same used for the cheerleaders at the right, YELLOW now too!). So can you please explain how this values work??. U know the values for the "WHOLE-BLOCK" palettes are 00 55 AA and FF, but how does a "DD" is half-half palette for a block of tiles, and a "DC" is 12 tiles palette "a", and 4 tiles palette "b" ? I dont know any Math conversions between info in bytes and Hex values, thats why I ask you. THX.

Quote



pambazos88

Starter



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BTW, your document is a great tutorial!!, And those pics, pretty explain much for themselves, very well done man!



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	Posted February 5, 2016	Report post 🛛 🔩
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G	the colors in the game? This would greatly help reduce trial and error time. Thanks!	
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