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Example of meta-tile drawing (4 tile x 4 tile) blocks :START SCREEN

Example of meta-tile drawing (4 tile x 4 tile) blocks :START SCREEN

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By bruddog, December 18, 2015 in Hacking Documentation

graphics   tutorial   title screen   metatile

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bruddog

Down with button mashing
●●●●●●●●●●●●●●●●●●●
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Posted December 18, 2015   Report post ⌁

Just wanted to give a quick example of how the " TECMO SUPER BOWL" text positioned in 4x4 blocks

If we go to 0x05056 in the rom we get the following data: A5 b6. This is a pointer to the data sequence. Flipping it and andding 0x10 for the ines header offset we get 0xB6B5.

Since 0x4000 is loaded in as a $A000 bank. B6B5 points to $56B5

At 0x56b5 we have the following sequence

```
20 76                    ; These first two bytes set which 0x0800 size banks from the CHR
section of the rom (0x40010 onwards in 28 team)
                         ; we will use that contain the tiles we need
02                       ;  This byte tells us which bank will be used to draw the 4x4 tile
sections
20                       ;  This byte sets our background pallete index
03, 06                   ; These two bytes set (# of metatile rows, # length of the metatile
sequence)
09                       ; this byte sets the starting location for the metatiles (refer to the
image below)
42 43 44 45 46 00        ; these are pointer indexes to draw the metatiles
47 48 49 4A 4B 4C
00 4D 4E 4F 50 AB
```

I made a spreadsheet helper to make things clearer refer to the image below

Going through the first line

42= draws part of the white S

43= top part of the S and part of the U

44, draws the red TEC and part of the m as well as part of the top of the U and P.

8d2ff758af.png

metatile.bmp

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♡

Knobbe, DFM, kamphuna8 and 2 others reacted to this

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OG Tecmo Bowl Question

By keithisgood

Spurred on by a suggestion from Tecmo Turd, I've decided to take a look at giving the 32 team Original Tecmo Bowl (no Super here) a graphical touch-up, starting with the title screen.

...

Revising the Large Helmet Template

By keithisgood

Any interest in revising the large helmet template? Very few players use the classic circular shell anymore, choosing instead the more sleek (and protective) Revo Speed. I mocked up what a Revo Speed helmet would look like on the team data screens. I've included the "single stripe" and "Double stripe" large helmet templates. Yea? Nea?

...

TSB Title - High Res

By deadfaulkner

I needed a high-res version of the text from the TSB title screen, so I GIMP-ed one up using paths. It wasn't difficult, but it was time-consuming, so I figured I'd post it up here in case anyone has use for such a thing.

...

Graphics hacks on TSB for Sega Genesis

By mwidunn

I've been noodling around with the graphics on TSB for Sega using Fatilety.

...

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