



Field color locations

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By Martin, March 30, 2015 in [Hacking Documentation](#)[Start new topic](#)[Reply to this topic](#)

Martin

Promising Rookie

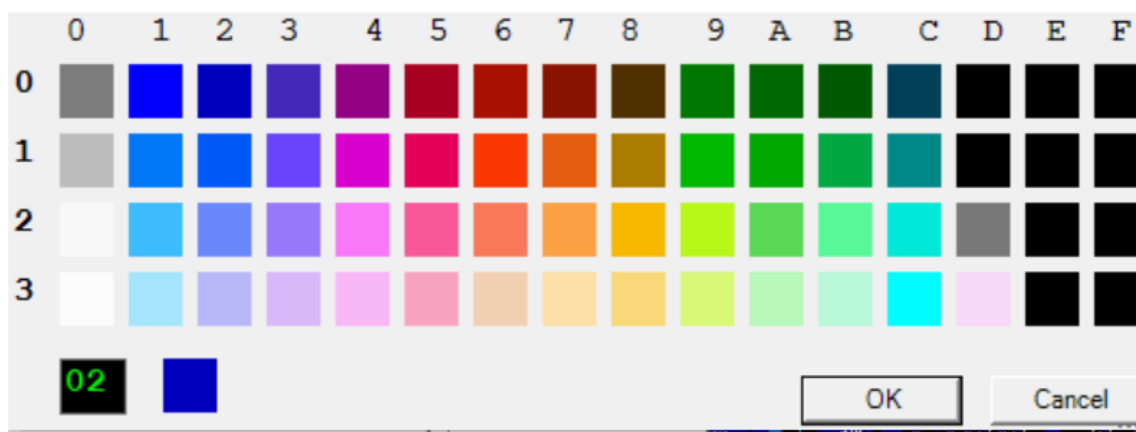


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Posted March 30, 2015 (edited)

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I've logged every field color location. Some of it was already posted in other threads, but not all of it.

```
SET(0x1a171, 0x09)
```

```
SET(0x2c0c5, 0x1a)
```

```
SET(0x2c154, 0x1a)
```

```
SET(0x2c422, 0x1a)
```

```
SET(0x1a015, 0x1a)
```

```
SET(0x1a105, 0x1a)
```

```
SET(0x1a10D, 0x1a)
```

```
SET(0x1a305, 0x1a)
```

```
SET(0x1a30D, 0x1a)
```

```
SET(0x1a2f1, 0x1a)
```

```
SET(0x1a2f5, 0x1a)
```

```
SET(0x1a2f9, 0x1a)
```

SET(0x1a332, 0x1a)
SET(0x1a335, 0x1a)
SET(0x1a0b1, 0x1a)
SET(0x1a0b5, 0x1a)
SET(0x1a016, 0x1a)
SET(0x1acc1, 0x1a)
SET(0x1acc5, 0x1a)
SET(0x1acc8, 0x1a)
SET(0x1acca, 0x1a)
SET(0x1acd1, 0x1a)
SET(0x1acd3, 0x1a)

SET(0x1a017, 0x2a)
SET(0x1acc3, 0x2a)
SET(0x1acca, 0x2a)
SET(0x1acc, 0x2a)
SET(0x1accf, 0x2a)

This is every in-game, cut scene, starter page and playbook location. Everything except intro and end credits. I could have organised it better, but I didn't, so just going by shade.

Edited June 8 by Knobbe

Added a graphic to make the color settings more apparent

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bruddog, Yak, brookstonfowler and 2 others reacted to this

Justice Weller Colde

Promising Rookie



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69 posts

Location: Redlands,
California
*Action Football Federation
Creator*

Posted April 18, 2015 (edited)

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Blue Field code for TSBTool

SET(0x1a171, 0x01)

SET(0x2c0c5, 0x11)

SET(0x2c154, 0x11)

SET(0x2c422, 0x11)

SET(0x1a015, 0x11)

SET(0x1a105, 0x11)

SET(0x1a10D, 0x11)

SET(0x1a305, 0x11)

SET(0x1a30D, 0x11)

SET(0x1a2f1, 0x11)

SET(0x1a2f5, 0x11)

SET(0x1a2f9, 0x11)

SET(0x1a332, 0x11)

SET(0x1a335, 0x11)

SET(0x1a0b1, 0x11)

SET(0x1a0b5, 0x11)
SET(0x1a016, 0x11)
SET(0x1acc1, 0x11)
SET(0x1acc5, 0x11)
SET(0x1acc8, 0x11)
SET(0x1acca, 0x11)
SET(0x1acd1, 0x11)
SET(0x1acd3, 0x11)

SET(0x1a017, 0x21)
SET(0x1acc3, 0x21)
SET(0x1acca, 0x21)
SET(0x1acc, 0x21)
SET(0x1accf, 0x21)

[Blue Field.nes](#)

[blue_field.txt](#)

Edited April 18, 2015 by Justice Weller Colde

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Posted March 31, 2016

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Didn't get all locations earlier, so here's an update:

(This is for getting a brown field, still just sorted by shade)

SET(0x1a171, 0x18)
SET(0x2c0c5, 0x18)
SET(0x2c154, 0x18)
SET(0x2c422, 0x18)
SET(0x1a015, 0x18)
SET(0x1a105, 0x18)
SET(0x1a10D, 0x18)
SET(0x1a305, 0x18)
SET(0x1a30D, 0x18)

SET(0x1a2f1, 0x18)
SET(0x1a2f5, 0x18)
SET(0x1a2f9, 0x18)
SET(0x1a332, 0x18)
SET(0x1a335, 0x18)
SET(0x1a0b1, 0x18)
SET(0x1a0b5, 0x18)
SET(0x1a016, 0x18)
SET(0x1acc1, 0x18)
SET(0x1acc5, 0x18)
SET(0x1acc8, 0x18)
SET(0x1acca, 0x18)
SET(0x1acd1, 0x18)
SET(0x1acd3, 0x18)
SET(0x1a187, 0x18)
SET(0x1a0a0, 0x18)
SET(0x1a0a4, 0x18)
SET(0x1a0a8, 0x18)
SET(0x1a0ac, 0x18)
SET(0x1a0db, 0x18)
SET(0x1aa89, 0x18)
SET(0x1acda, 0x18)
SET(0x1adba, 0x18)
SET(0x1a7f0, 0x18)
SET(0x1a7f4, 0x18)
SET(0x1a7f8, 0x18)
SET(0x1a7fc, 0x18)
SET(0x1a95d, 0x18)
SET(0x1a967, 0x18)

...these are a darker shade on OG-ROM, but this works better with brown field:

SET(0x1a017, 0x38)
SET(0x1acc3, 0x38)
SET(0x1acca, 0x38)
SET(0x1accc, 0x38)
SET(0x1accf, 0x38)

also...

UNDER PRESSURE PASS (same colors as when punting)

SET(0x1a1c1, 0x27)
SET(0x1a1c2, 0x37)

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Justice Weller Colde reacted to this





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