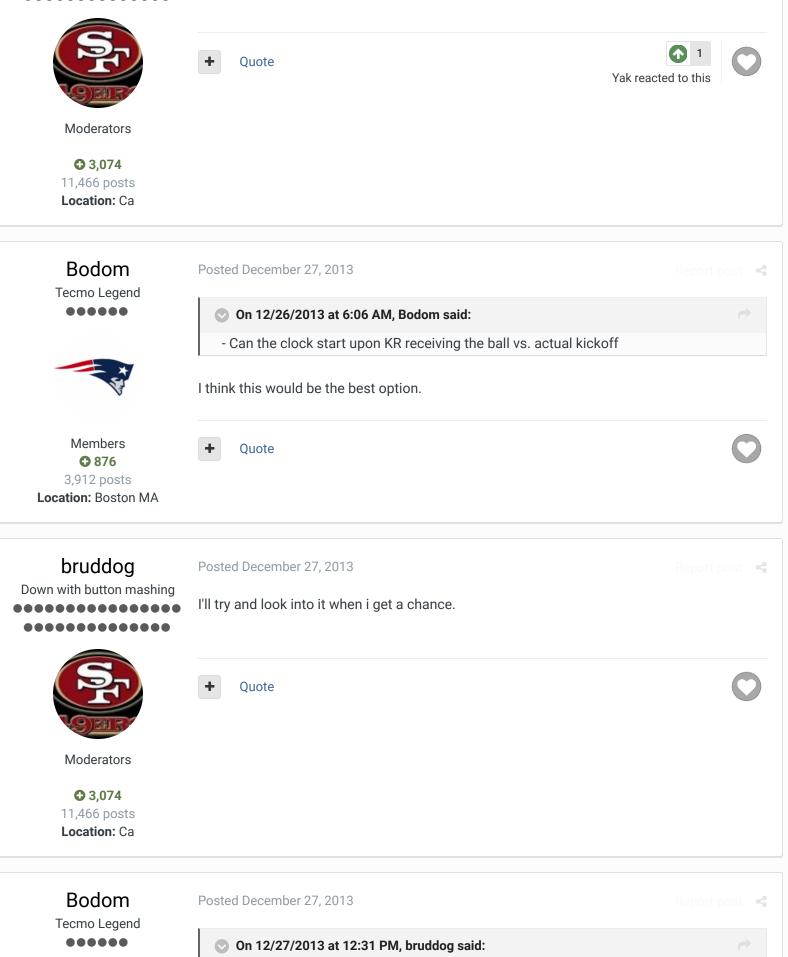


The first and third option would probably be easier to implement.

•••••



I'll try and look into it when i get a chance.



Loc

Thanks, bruddog. Nothing urgent, though. I know you have more elaborate hacks in the works. I'm just tossing around ideas.

V			
Members • 876 3,912 posts cation: Boston MA	+ Quote	C	
Dusto _{Starter}	Posted January 8, 2014		
	i'd love for that to be the case. You lose (trying to recall from memory) like 5-7 seconds the ball in the air. If you had that and the fair catch hack, that gives you a hail marry tha you wouldn't have had.		
Members • 57 122 posts	+ Quote	C	
Bodom Tecmo Legend	Posted January 8, 2014		
•••••	On 1/8/2014 at 8:56 AM, Dusto said:		
*	i'd love for that to be the case. You lose (trying to recall from memor seconds of the ball in the air. If you had that and the fair catch hack, hail marry that you wouldn't have had.		

Exactly.

Also - to mimic the NFL as closely as possible, I use a ROM that allows kickoffs to go out of the endzone for a touchback. If you score to take the lead with less than 10 seconds left, game over.

Quote ÷



Members

C 876

3,912 posts Location: Boston MA

Posted January 8, 2014

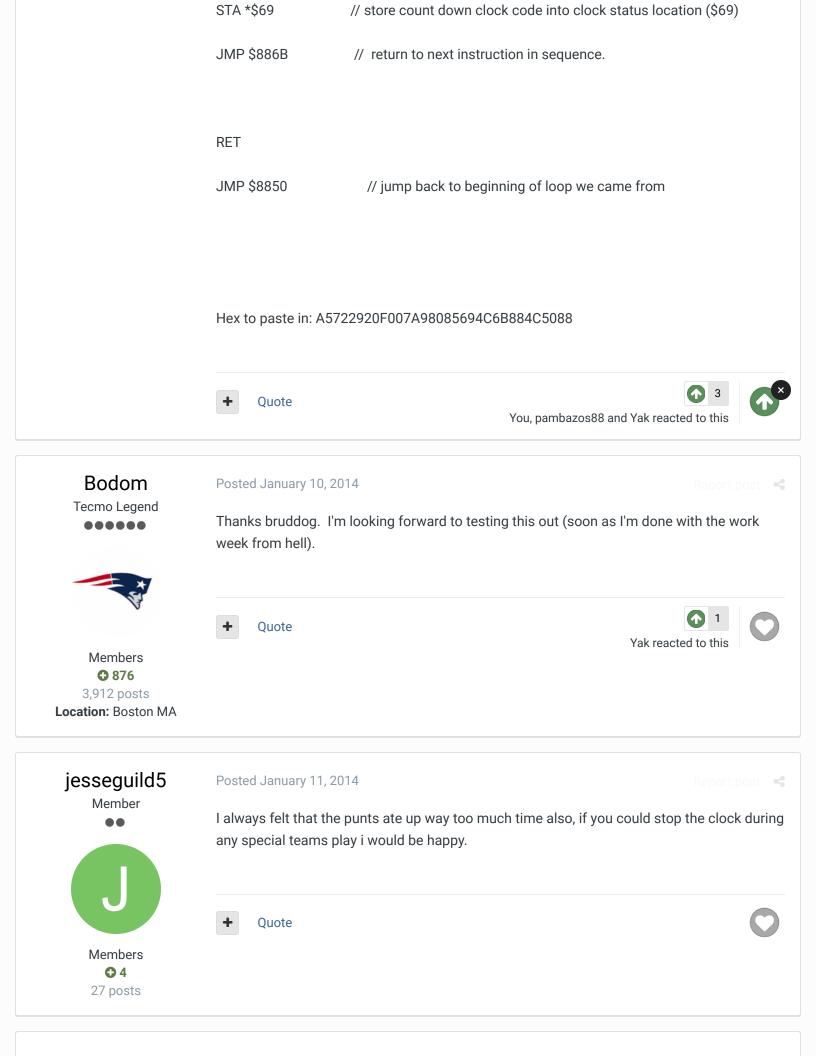
As usual the main problem here is space limitations not figuring out how to do this. As the bank that is in is a quite full one. I'd have to do some painful bank switching to get this working for both sides. Here is code that will have the clock not starting until the player 2 Kick returner has received the ball. This also won't work on onsides....requiring more bank switching.

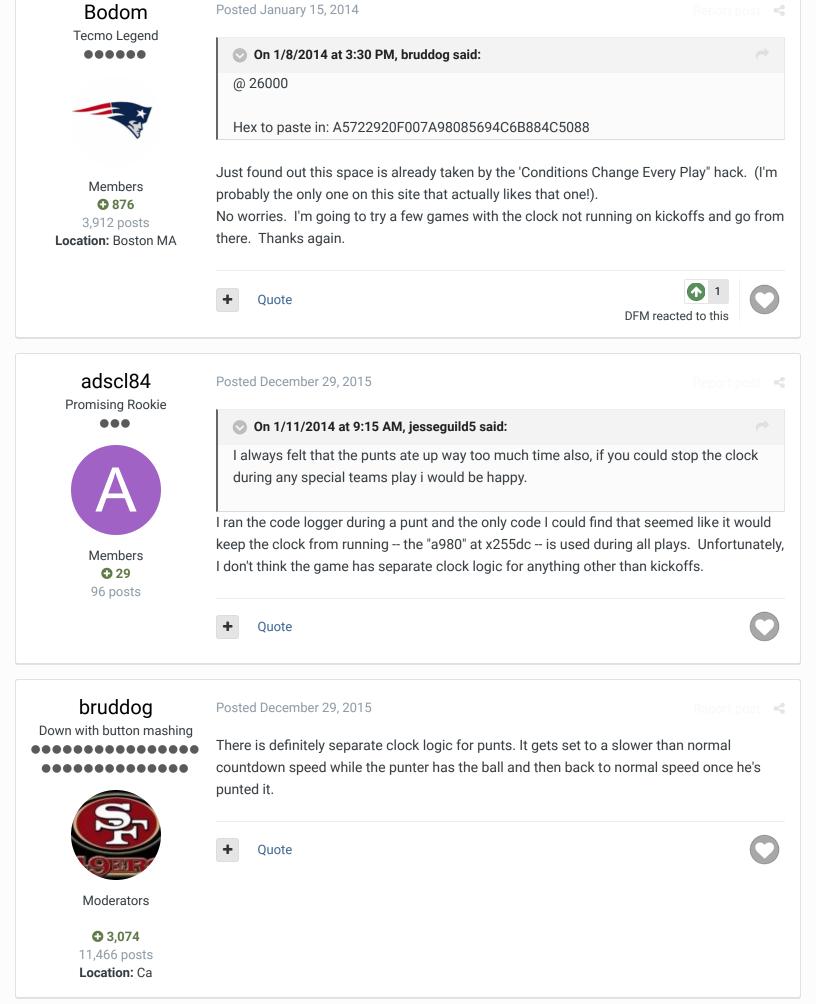
Ş		
Moderators	@240B8	
 3,074 11,466 posts Location: Ca 	00 kickoff	// replace 80 with 00. This prevents the clock from starting on P2
	@24840	
	00 kickoff	// replace 80 with 00. This prevents the clock from starting on P1
	@24865	
	JMP \$9FF0	// jump to hack
	EA	// NOP
	Hex to paste in: 4	CF09FEA
	///////////////////////////////////////	
	@ 26000	
	LDA *\$72	// load ball status value from ram location (\$72)

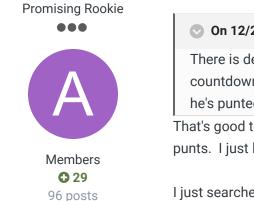
// and with #20 (ball received code) AND #\$20

BEQ RET // if not received go back to main loop it came from

LDA #\$80 // if received load count down clock value







On 12/29/2015 at 1:21 PM, bruddog said:

There is definitely separate clock logic for punts. It gets set to a slower than normal countdown speed while the punter has the ball and then back to normal speed once he's punted it.

That's good to know, but i wish i knew more about this stuff. I'd like to stop the clock on punts. I just learned about the code logger yesterday and started messing with it.

I just searched for "a980" since changing the 80s to 00 stop the clock from running on kickoffs. There was a lot more a980's in yellow than i was expecting after just a few seconds of gameplay. I changed a bunch of them to 00 with no visible effect or the game would glitch. Then again, i really don't know what I'm doing so I'm not surprised if it's something totally different i should be looking for.

Edited December 29, 2015 by adscl84

Posted December 29, 2015



bruddog Down with button mashing



Moderators

O 3,074



11,466 posts Location: Ca



I'll help you along. Memory location \$69 is the clock status register. There is 4 types of clock status (stopped, play select, punter has ball, normal). Set a write break point on that

Quote

adscl84 reacted to this

adscl84 **Promising Rookie**



Members **C** 29 96 posts

Posted December 29, 2015

I appreciate that. I kinda like trying to figure it out for myself, but I definitely need help. I felt a great sense of accomplishment when I figured out how to make an 8 team playoff correctly, even though I have no idea how to fix the problem with the bracket. I'd like to start reading some of the stuff on programming but it's a lot of information to take in.

I have no idea what \$69 means (I'm familiar only with hex), but I'll take a look at some of the programming docs and see if I can figure it out. I'll report back in a day or so.

Ouote

bruddog	Posted December 29, 2015 Report post	4
Down with button mashing	The NES has memory like any other computer. \$69 refers to a memory location. In this ca \$69 is the memory location where the clock status is stored. When you are searching for 80 you have been searching for	
S.	LDA #\$80	
Moderators	This value then gets save to the clock status memory location changing the clock status normal running clock.	to
 3,074 11,466 posts Location: Ca 	in FCEUX	
Location. Ca	Click on debug->debugger	
	Under Breakpoints	
	Click add	
	Type 0069 in both of the address boxes click on the write check box	
	+ Quote	2

adscl84 Promising Rookie

Members **29** 96 posts

adscl84

Promising Rookie

Members **C** 29 Posted December 29, 2015

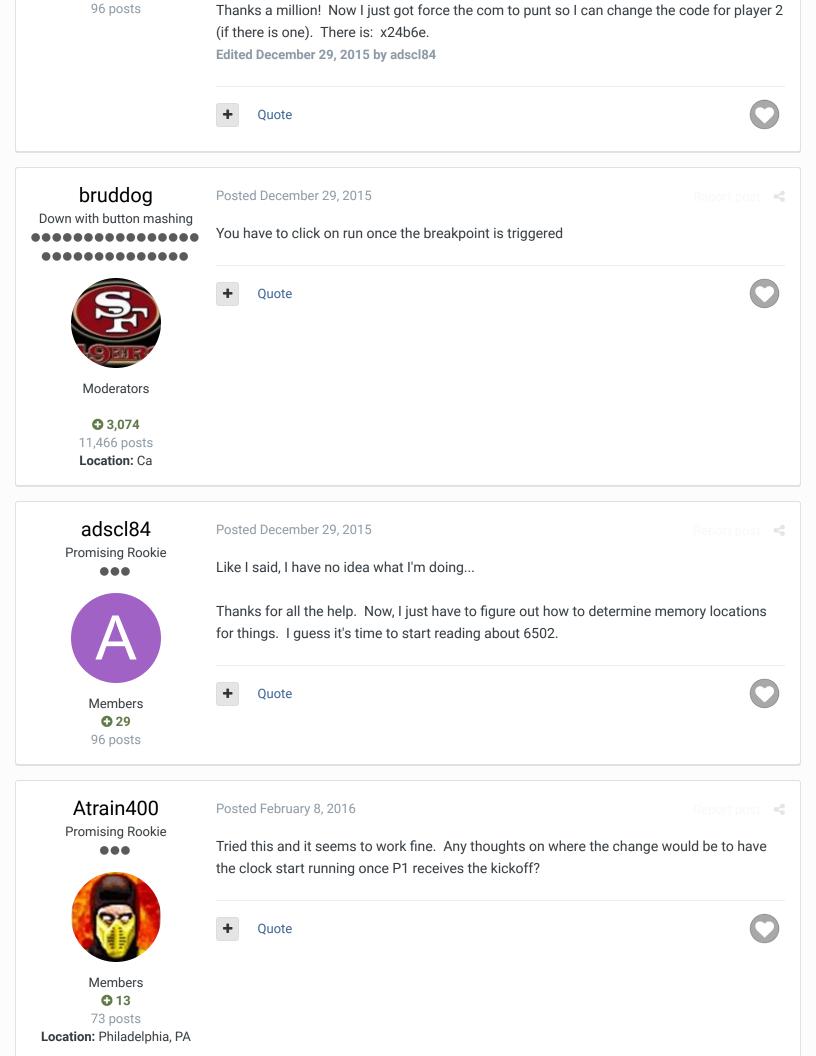
Is it normal for FCEUX to freeze? I first tried it on a kickoff since I knew where that hex code was. Then, when I snapped the ball on my punt, it went to 255dd so I think I understand how it works (except how someone would figure out \$69 is the proper memory location). But I end up having to close and reopen the emulator and reload the rom.

Quote

Posted December 29, 2015 (edited)

Report post 🛛 <

This is hard, trying to not freeze the game while trying to get the punt off without getting sacked while manipulating the debugger so I can see where it points me. I got a punt off and it went to 243e7. I see that a980 on the kickoff codes is followed by the 8569 I got there. I see 29df at 243e5, so I'm assuming that does the clock. Setting df to 00 caused the clock not to run after the punt (hooray!). So, what exactly is the significance of "a9" and "29"?



SBlueman

Tecmo Legend



Members 289 1,048 posts Location: San Jose, CA Posted October 9, 2016

On 1/8/2014 at 3:30 PM, bruddog said:

As usual the main problem here is space limitations not figuring out how to do this. As the bank that is in is a quite full one. I'd have to do some painful bank switching to get this working for both sides. Here is code that will have the clock not starting until the player 2 Kick returner has received the ball. This also won't work on onsides....requiring more bank switching.

@240B8

00 // replace 80 with 00. This prevents the clock from starting on P2 kickoff

@24840

00 // replace 80 with 00. This prevents the clock from starting on P1 kickoff

I found <u>some codes on this site</u> and from what I interpreted it would mean this SET command would do the trick, am I missing anything?

#No Clock on Kickoffs SET(0x240B8, 0x00) SET(0x24840, 0x00)

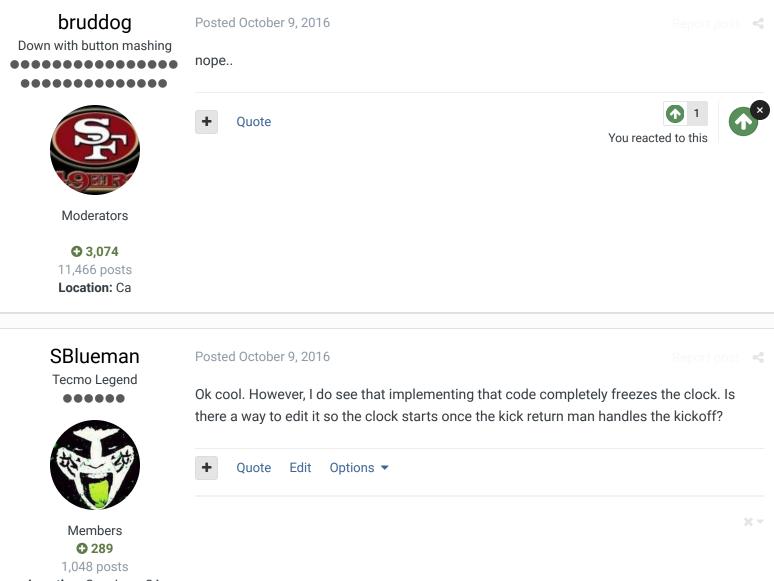




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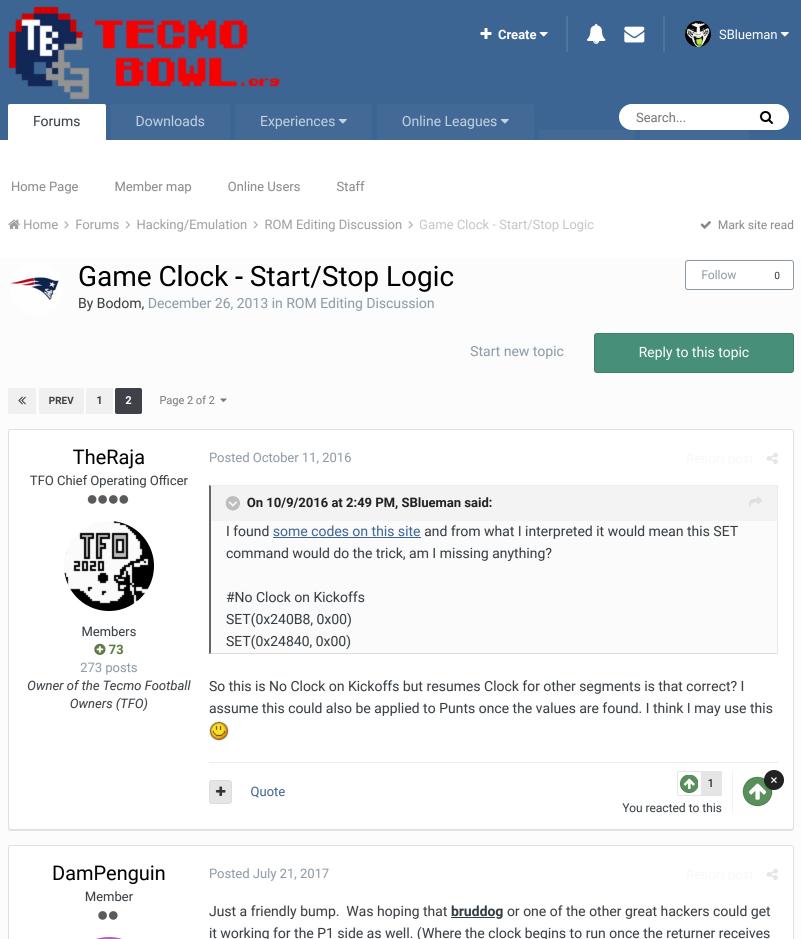
SBlueman

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