



Graphic hack: Uniforms

By Coach_Bama, March 28, 2009 in Hacking Documentation

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Coach_Bama

Starter



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121 posts

Posted March 28, 2009

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I made a couple of IPS files for alternate uniform combinations. These aren't the regular color changes anyone can make with any of the various editors.

Ohgoodlordno.

This is a graphic hack I made using Tile Layer Pro. The first file allows a team to take the field with the helmet and jersey as one color and the pants as another. The Pittsburgh Steelers can have a black helmet, a black jersey, and yellow pants. The second file permits the helmet as one color and the jersey and the pants as another. The Alabama Crimson Tide can have a red helmet, a white jersey, and white pants. You can still, of course, use your favorite editor to change the uniform color schemes. Some team combos look great, while others don't. But, this opens up a lot of different options.

However, only the player sprites have been changed in this way-- the action screens still retain the original color combo. The action screen color palettes work in the same way as the uniform palettes (in hex, you can change the helmet\pants and jersey colors), but unfortunately, the action screen sprites don't work in the same manner as the player sprites (you CANNOT, in a tile program, switch the colors of the sprites). In other words, the helmet and pants can't have different colors. So, there is no way I know of that can make the action-screen-uniform-color-combinations match with these new on-field color combos. I wanted to go ahead and post what I had already done, so you all could check it out. I'm also working on a file that will have the helmet, jersey and pants as one color (with helmet and pant stripes as another), but I want to do some other stuff for awhile, as I'm kinda worn out with the player tiles right now. Once it's done, however, every uniform combination will be available. Some teams (such as the San Diego Chargers and the Auburn Tigers) that have 3 color combos, will still not be completely accurate. There is a way to circumvent this, but it would require that the skin color be used as a uniform color. I've experimented with this some but the hack would be a little more involved. I made the jerseys long-sleeved, so it

looks like the players are wearing gloves and a helmet visor. Also, all players would have to be black-skinned and their portraits (at least for the white players) would have to be changed to the silhouette.

There might be some errors here and there, so just post what you find and I'll see what I can do. I had to use my best judgement in some cases, as changing things around required some artwork on my part, and sometimes I couldn't really figure out what that heap of player sprites was trying to look like in the first place. Simply switching color combinations didn't always work. There's a few in particular that I don't like, but these are representative of a player lying on the field, crumpled up in a certain way.

Also, sometimes a player will "lose" some body parts... this seems to be a glitch (?) associated with the emulation. Let me know if any particular problems persist. Sometimes, when a player jumps in the air, his hands disappear but other times the graphic seems to work as expected. I've never noticed this in other ROMs, so I may have screwed up a tile or two. Hopefully, not.

For anyone wanting to get their feet wet with editing graphics, this is a good place to start. I used Tile Layer Pro. Most of the player tiles follow an easy pattern: upper left, lower left, upper right, lower right. Some deviate from this, but it's not hard to figure out.

I've tested these IPS files on both the 28-team and 32-team ROMs and everything seems fine. I created these files using the original 28-team ROM.

As always, when using an IPS patch, make sure you back up your ROM. You can download the Lunar IPS patch utility here <http://www.tecmobowl.org/forum/viewtopic.php?f=34&t=5320>. It's in the ipspatchesfornewhacks folder contained within the download (which has other useful tools, as well). Patching is straightforward; the utility itself will guide you through the process.

[Alternate_uniform_2.zip](#)

[Alternate_uniform_1.zip](#)

+ Quote



kamphuna8 and Knobbe reacted to this

"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

Coach_Bama

Starter



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Posted April 11, 2009

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I've noticed something that I can't figure out. Uniform 2 can be overwritten (through patching) by uniform 1 but the reverse is not true; Uniform 1 cannot be overwritten by uniform 2. Uniform 1 is a larger file, for some reason... I wonder if there's a connection? Anyhoo, each of these uniform patches should be applied to a separate copy of a ROM.

+ Quote



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Coach_Bama

Posted April 13, 2009

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Here are a few examples:



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Coach_Bama

Posted April 13, 2009

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... and a few more:



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"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" -- Phil Hartman

mikeyush

Member



Posted April 13, 2009

Report post

this is a fantastic addition to the site, and i thank you for it.

a little confused though, i see that the changes are already intact when i apply the ips patch, but the steelers came up with yellow helmets and jerseys and black pants...is there a way to edit/reverse this, or no? i tried to edit it with tool to no avail.



Members
● 0
12 posts

thanks for the help, and once again, thanks for the hard work...this is something i've been looking forward to for a while now.

+ Quote



mikeyush

Member
●●



Members
● 0
12 posts

Posted April 13, 2009

Report post

figured it out. thanks again!

+ Quote



Yak

Tecmo Fanatic



Members
+ 1,541
5,286 posts

Location: Boston, MA

Posted April 13, 2009

Report post

So, is the graphics hack for the uniforms complete? Is it stable? Any bugs at all?

+ Quote



SBlueman

Tecmo Legend



Members
+ 289
1,048 posts

Location: San Jose, CA

Posted April 13, 2009

Report post

One step closer to realizing an even better hack. If we could have a 32-team NFL rom that accurately displayed the uniforms, had a 3-4 and 4-3 option and a 2-point conversion we'd be set.

Now are the only available options to have the helmet and jersey or the jersey and pants? Or is there a chance that down the road something like this can be mixed and matched and added to an editor like TSB TOOL?

+ Quote Edit Options ▾



Check out my latest release: [Tecmo Super Bowl 2020 - SBlueman Edition](#)

Check out my other releases: [SBlueman's Downloads](#)

Have any SET commands to share? Post 'em up in this thread: [SET Command List \(Use with NES TSB & TSBTool\)](#)

Coach_Bama

Starter



Members

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121 posts

Posted April 14, 2009

Report post

Mikeyush: Glad you like it!

Yakmolester: Yes, the two files I uploaded are complete and without bugs as far as I can tell, except for the possible glitches I mentioned in my original post at the beginning of this thread. Just remember to apply the patches to copies of your ROMs, just to be safe. There was no manipulation of hex in these hacks; just copying and pasting tiles using a tile editor.

SBlueman: It's hard to explain how color palettes work, and others here have documented it better than I would be able. For the player tiles, you have 4 colors to choose from: the background color (which is not really a color; it allows you to "see through" to whatever the sprites are superimposed over... in the case of player tiles, the background is the football field) and three other colors, specified in hex (or, for all intents and purposes, an editor such as TSB Tool Supreme). One of these latter three colors is reserved for the skin color of the player. So, we are left with just two colors to use for the uniforms. In the original ROM, the sprites (or the football players) were drawn so that the helmets were the same color as the pants (and shoes and wristbands); the jersey (and the helmet stripe, pants stripe, and socks) used the last of these four colors. In my hacks, I used a tile editor to "re-draw" the player sprites. I simply switched the sprites around, basically reversing the colors for the various body parts. If you download a tile editor, which is very easy to use, and just fool around with a copy of a ROM, you will understand this easily. It's much easier to see for yourself. Trial and error can take you far in this area of ROM hacking. I apologize if I'm explaining something you already know but I wanted to write it down for clarification. You can only have one combination at a time, in any one ROM. It might be possible to add another set of player sprites to a ROM and then write new code, telling the program which set to use, but I'm just speculating. As things stand now, there's no way, that I know of, that the program can switch the player sprites around; it just doesn't work that way. You can, however, still make color changes in the traditional way, with an editor, to come up with different color combinations. See my original post in this thread to read about a third uniform combo, and my solution concerning a three-color uniform scheme, using the skin color of the players.

So, to make a short answer long, I don't think an editor can make these kinds of changes. It's not a process of changing bytes around in hex; it's a process of re-drawing sprites, by hand.

+ Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted April 14, 2009

Report post

On an unrelated note, I always find it amusing when people type out my username. Honestly, it brings a little joy to my afternoon to see it written, particularly with polite commentary afterwards.

+ Quote



Coach_Bama

Starter



Members

+ 3

121 posts

Posted April 14, 2009

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"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

mikeyush

Member



Members

Posted April 17, 2009

Report post

started a season with the falcons on the original version...SO COOL to be able to use them with black jerseys and helmets, and silver pants! 😁
hypothetically, i don't imagine there's any way to "un-patch" if you wanted to...?

+ Quote



DAMFNRZA

Tecmo Legend
●●●●●●



Members
+5
1,657 posts

Posted April 17, 2009

Report post

wow - cool - thanks!

+ Quote



buck

DARRELL GREEN



Members
+2,060
6,332 posts

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

Posted April 18, 2009

Report post

yeah, I'm digging version 2 (jersey+pants the same) the most. the stripe on the side of the leg is nice.
only one problem though - what to do with the Raiders?

+ 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](#)

Coach_Bama

Starter
●●●●



Members
+3
121 posts

Posted April 19, 2009

Report post

Mikeyush and Buck: I figured I could answer both of your questions at the same time. This is the way I would do it: For any particular ROM, make 2 copies of the ROM you want to patch. The first ROM would be the unaltered ROM, the second and third would be the patched ones. Then, you name the ROMs in a way that is logical and familiar, such as: SuperCoach1, SuperCoach2, and SuperCoach3. Now, here's the neat part: since the emulator is where the save state is stored, and not the ROM itself (I think that's the way it works; I use Nestopia for this purpose), you can start a new season, and pick whichever of these three ROMS you want to start with. Then, you rename the ROM you picked (let's use SuperCoach2), using a different name, such as "Falcons", for example. Play a season game, then, switch over to one of the other copies (SuperCoach1), renaming "Falcons" back to the original "SuperCoach2" and renaming "SuperCoach1" as "Falcons". This way, any file named

"Falcons" will retain all the season data accumulated to that point, but you can switch between ROMs, so you can use the different uniforms. This takes a small effort, as you need to exit the emulator and rename your files, and then launch the emulator again, but you're not limited to one set of uniforms for the entire season.


As far as the Raiders are concerned, the original, unpatched uniforms are the most accurate for them. They and some other teams don't look so great using the patches. But, considering that the original uniforms sort of screwed some teams (such as the Steelers and the Rams), you'll just have to find a combination that you find acceptable. Fortunately, real-life teams are using throwback uniforms quite frequently and sometimes even altering their existing ones. I think it would be acceptable to play the Steelers using yellow helmets and pants, and black jerseys when playing the Raiders, who could use traditional silver helmets and pants, with either black or white jerseys. So, this would be a case where an original, unpatched ROM would be more useful or appropriate than one of the two, new patches. Or, you could use one of the patches and play the Raiders using unrealistic uniforms, and pretend Al Davis finally went off the deep end and changed the classic Raiders look.

Unfortunately, as things stand now, only one uniform set can be used in any one ROM. I don't have the programming knowledge to ascertain whether it can be done or if the ROMs have enough room to do this, but it seems conceivable that one or two sets of player sprites could be added to a ROM, with code added to tell the program which player-sprite-set to choose during a game, for each team. This is pure speculation, of course. Maybe an editor could be made to direct the program to choose the sprite set for each matchup, and then the color schemes could be changed in the same way as is done now. This would certainly go a long way in having matchups look more realistic in terms of home and away uniform selection. In other words, you could have the Raiders in traditional silver helmets and silver pants with black jerseys, on the field with Cleveland wearing orange helmets with white jerseys and white pants. This might be too much to ask for, but you never know... It just seems implausible due to ROM space... the player tiles would take up a good bit of ROM space and no telling how much the new code would take up. Anyhoo, this is as far as I can take it.

Admittedly, the two new uniform patches work a little better for college ROMs, as there is more uniform variety in the college game. More teams use multiple uniforms, different color schemes, and helmet/jersey/pants combinations than the NFL does. So, it's easier to find acceptable uniform matchups, especially taking into consideration all of the myriad throwback uniforms.

 [Quote](#)



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Starter



Members



243 posts

Location: Dallas, TX

I have decided to give these uniforms a "test run" on my version of the 32 team NFL rom (with full credit given to Bama for his hard work) for anyone who wants to see them in action but doesn't want to go through the IPS patching process...

viewtopic.php?f=34&t=12149&p=96370#p96370



Quote



Tecmo Super Bowl 2010 - by Jeid

Current rosters as of 8/28/09 - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

Tecmo Super Bowl 2010 - by InLo-Fi.com

aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

Coach_Bama

Starter



Members



121 posts

Posted April 20, 2009

Report post

In one of my previous posts, I explained how to apply these uniform patches to copies of the same ROM, and then, by renaming and switching between ROMs, you could play through a season using different uniforms. I wanted to explain one thing further.

In my example, I suggested renaming the three ROMs as: SuperCoach1, SuperCoach2, and SuperCoach3. Then I suggested the name "Falcons" to be used as the save-file-name to be used when switching between the ROMs. When you load any ROM into an emulator (although Nestopia is the only one I've tested), a save file is produced (and stored in Nestopia's "save" folder), whether you make any changes to the ROM or not (i.e., playing a season game, setting a team to "man" or "com", exiting without doing anything, etc.). In my example, all of the season data would be saved on "Falcons". When you rename any of the "SuperCoach" files as "Falcons", you transfer all the season data to that ROM, because the "SuperCoach" ROM was simply renamed as "Falcons", but is essentially the same ROM, just with a different name. As long as you don't make any changes to the "SuperCoach" ROMs, no data will be saved on them, but it doesn't really matter, as the "Falcons" file will temporarily overwrite the data, until you rename the file back to its original name (SuperCoach 1, 2 or 3). The season data will *not* be transferred if you try to rename another ROM (such as Jstout's CIFL ROM, for example) as "Falcons". However, if you *did* want to use the "Falcons" for another ROM, you need to delete the "Falcons" file that is located in the "save" folder, located in Nestopia.

I hope that isn't confusing, but I thought it might be useful information in case anyone wanted to always use the same name as their save file to be used when switching between ROMs, such as their personal name or something. For example, instead of "Falcons", maybe someone wanted to use "Ralph" or "Cuddles"; they could use "Ralph" for their "SuperCoach" ROMS, but not for their "CIFL" ROMS; at least, not at the same time. The "CIFL" ROM wouldn't be able to use "Ralph" until it was deleted in the save folder in Nestopia.

Did I just waste an hour typing this up only to give myself (as well as you, intrepid reader) a headache? I probably should have suggested in my earlier post to use the name "SuperCoachX" or something instead of "Falcons". That might be a better way distinguish

the save-file-name from the other files without having to worry about deleting files in Nestopia's "save" folder.

Does any of that make sense? Is anyone still reading this?

+ Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

TomTupa

Tecmo Legend



Members

+ 12

2,004 posts

Location: Indiana

Posted April 21, 2009

Report post

You lost me after "in one of my previous posts"

+ Quote



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

Tecmo Tunes Tecmo-themed song parodies

mikeyush

Member



Members

0

12 posts

Posted April 21, 2009

Report post

i appreciate the explanation and the info...thanks again.

+ Quote



jeid1

Starter



Members

0

Posted April 28, 2009

Report post

In editing my rom using your uniforms... I noticed there was a difference between the uniforms with some teams when they go to "cinematic" sequences; such as the Vikings when you score a touchdown. They have purple uniforms in-game, but for these "cinematic" sequences their uniforms are white. Just curious, is there any way to fix this, or would you be so kind to edit your palletes to make a rom where they are consistent?

Thanks for your time.

+ Quote

243 posts

Location: Dallas, TX



Tecmo Super Bowl 2010 - by Jeid x v

Current rosters as of 8/28/09 - Includes post NFL draft rosters
 PC/PA hack, Probability based Man v. Man grappling hack, and more...
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aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

Coach_Bama

Starter



Members

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121 posts

Posted April 28, 2009

Report post

Yeah, the cinematic cut-scenes are different. I explain why in my first post at the beginning of this thread (4th paragraph). The third uniform hack that I'll make someday (with helmets, jerseys, and pants all the same color) can be matched with these screens but the two that I've already uploaded can't. I'll give it another shot, though. There's no universal law of physics that prohibits making the corrections; Maybe there's something that I didn't understand at first, and another try will yield a better result. It would certainly look better.

+ Quote



1

tommy2teeth reacted to this



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman x v

jeid1

Starter



Members

0

243 posts

Location: Dallas, TX

Posted April 28, 2009

Report post

Thanks for your response. There are certain ones, like the Packers on my alternate uniform rom, which are spot-on with the cutscenes. The vikings would also be spot-on if their pants were purple (with a white stripe) instead of white (with a purple stripe). So it seems possible, but as you alluded to initially, I'm sure it would be time consuming.

+ Quote



Tecmo Super Bowl 2010 - by Jeid x v

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aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

Coach_Bama

Posted April 28, 2009

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Jeid1, I looked at your ROMs, just to be sure. In both of the alternate jersey ROMs, the packers' cut-scenes are different from the on-field uniforms. No matter which ROM you look at, the Packers will have yellow helmets and pants, with green jerseys in the cutscenes. On the field, however, they are either:

1. yellow helmets and jerseys, with green pants
2. yellow helmets, with green jerseys and pants

The cut-scenes will always retain the original combination of colors (like it is in the original ROM), or whatever combo you choose in an editor like TSB Tool Supreme. In both of the alternate-jersey ROMs, the cutscenes have different uniform combos than the on-field uniforms, for all teams.

I'm still going to try again to see what I can do about it.



Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

Coach_Bama

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121 posts

Posted April 28, 2009

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Alright, I did some more testing and here's what I found:

Each of the cut-screens are made up of two different "types" of tiles, both using three different colors:

1. helmet and pants, skin, black (outlines)
2. jersey, skin, black (outlines)

By redrawing either the helmet or pants, using the black color, then changing (in hex) the black color to one of the team colors, the cut-screens can be changed. Since black is used as an outline and a shadow, the faces of the players will have to be altered and the contours of the pants will have to be eliminated. The extent to which these changes need to be applied vary among the cut-scenes.

Since there are well over two dozen of these screens, this would be a time consuming process, to say the least; especially considering it would have to be done for each alternate uniform set. With the player sprites, the tiles follow a distinct pattern (except for a few animations), and the tiles are arranged in order; you just go through the ROM, place the next four tiles on the clipboard, and then you edit. With the cut-screens (as with many other screens in the ROM), the tiles are jumbled, and you have to piece it together like a jigsaw puzzle. Even though the tiles are grouped in the same area (for the most part), it still can be quite confusing because the colors of the tiles are colored differently than they appear in-game, causing more confusion. I take screenshots to use as a guide, which helps tremendously, but it is still a laborious undertaking.

For the player sprites, it took around 10 or 12 hours to complete each uniform set. I shudder to think about the cut-scenes. After the redrawing of the tiles, the color changes need to be done in hex, *for each team!* However, that won't really take as long, relatively speaking. The teams should be in order.

Right now, I'm working on a custom ROM, but there's a [major roadblock](#) that I need help with before it's completed, and I'm skeptical of the problem being worked out. So, in the

meantime, I'll return to this cut-scene business and see if I can finish it. Now that it seems plausible, I want it included in my ROM as well, and for the general sake of completion. I've also realized that I need to update the division championship-clinching screens as well as the conference championship-clinching screens.

Thanks jeid1, for nudging me in this direction. Although I was aware of the inconsistency, taking a second look at the problem has led to a potential solution. If it works out, then I will make new IPS patches for each respective uniform set. Just bear with me in regards to the time table.

Man, I've got a lot of work to do!

+ Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" -- Phil Hartman

jeid1

Starter



Members



243 posts

Location: Dallas, TX

Posted April 29, 2009

Report post

You're welcome 😊 it seems like quite the task... but it would be worth it imo to complete the project.

Also not sure if you're aware, but the division/conference championship cutscenes can be edited on a basic level using tsbtool. This might help save some time.

+ Quote



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Graphic hack: Uniforms

By Coach_Bama, March 28, 2009 in [Hacking Documentation](#)

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121 posts

Posted April 29, 2009

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Jeid1, yeah I use TSB Tool Supreme, but for the conference championship screen, you're still limited with the combinations in the same way as the on-field uniforms (i.e., the helmets and pants are locked together). I still need to use a tile editor to edit that screen (if possible). For the division champ and conference champ screens, white can't be used for jerseys if you want to see the number on their chests; I'm gonna see if I can reverse the numbers (just thought of that as I was typing this).

As for the cut-scenes, I spent all last night trying to make the edits that I described in a previous post. I can't make the changes through the hex addresses that I noted by using the palette trick using Nesticle. Basically, I couldn't find the hex address that changes the black outline and contour lines on the uniforms. The hex addresses that allow you to change the on-field and cut-scene uniform colors only allow for the two colors that correspond to the helmet, jersey, and pants. These addresses were posted by someone else, and I wouldn't have found them otherwise. I'll do a search and see if I can find some old info on this stuff. Before any of the editors were released, uniform changes had to be done in hex, so maybe there's some info related to what I need.

If anyone can figure out how to pinpoint what hex address changes the black outline on the cut-scenes, please post them and I will see if I can make the proper changes.

***After further thought, changing the black outline won't help; I don't know what I was thinking. 😊

[Quote](#)

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Coach_Bama

Starter



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121 posts

Posted April 29, 2009

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I checked out the division and conference champ screens in a tile editor. The changes can be made. Someday, I might do some slight alterations, such as switching the helmet and pants colors for each of the respective alternate uniform patches. I probably won't do anything more detailed, such as switching the color of the jersey numbers, as this requires extra work with an editor, and the editing would be specific to a particular ROM; I want the patches to be able to be applied universally, to any ROM. However, I may make a patch that is specific to the 28- and 32-team NFL ROMs. Maybe.

Changing the color of the numbers, so that some teams could be presented as wearing "away" jerseys, would allow more consistency with the patches, but would require the user to make changes in an editor, such as TSB Tool Supreme. The changes could only be witnessed while simulating a season, but may require multiple tries. This is a process that I'm not sure many are willing to partake, so I'll leave it be.

Here's an example of what I'm talking about:

The Miami Dolphins (using the patch that gives them white helmets, white jerseys, and aqua pants) could have their champ screens edited so that they could be seen wearing white jerseys, instead of gray jerseys. Normally, white can't be used, because a dark color needs to highlight the white numbers. Using a tile editor, the white numbers can be changed to one of the 2 jersey colors (each jersey uses a light and a dark shade). Then, using TSB Tool Supreme, the jersey number and the jersey itself can have colors assigned. The problem is this: all of the teams would need to be edited to "clean up" the jerseys, because the colors would be messed up. These changes would be specific to each ROM (non-NFL ROMs have different uniforms). Since TSB Tool Supreme wouldn't show you the results, as it isn't programmed with these changes in mind, you'd have to simulate seasons to see the results. The end result is that you would have continuity between the on-field and cut-scene changes made by the patches, but many ROMs have different teams with different color combos, and this particular change would result in a lot of editing that the user would have to do, without the benefit of an editor that shows the changes in a gui.

In other words, this process puts too much of the onus on the user to make the necessary changes.

Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

Coach_Bama

Starter



Posted May 1, 2009

Report post

Well, I thought of a way to edit the cut-scenes to match up with the on-field graphics. In my first post in this thread, I talked about editing the player sprites using the skin color as a uniform color. This would be done by making long-sleeved jerseys with gloves, and a face guard. This would allow for three colors to be used for the uniforms (i.e., the Chargers could have a white helmet with a yellow stripe and a blue faceguard; blue jerseys with yellow or



Members

+ 3

121 posts

white gloves; white pants with a yellow stripe;)However, the players would lose their racial identities.

This would allow the cut-scenes to match up because the skin color is one of the colors used in these screens, and I could edit it in a way that would work.

Maybe someday.



Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

ruben4

Member



Members

0

29 posts

Posted September 6, 2009

Report post

Somebody else might have said this earlier in this post, but wouldn't the best way to fix this be done via a tile editor where you manually change which colors are where on the scenes. Of course the hard part is locating the bastards that make up the graphics of those scenes on the tile editors. That is why I think the tile editors need to have number locations (like the hex editors do) so that once we find parts of things we can right down where. A graphics editor similar to the one on nesticle would really help in this manner too.



Quote



Coach_Bama

Starter



Members

+ 3

121 posts

Posted September 7, 2009

Report post

✓ ruben4 said:

Somebody else might have said this earlier in this post, but wouldn't the best way to fix this be done via a tile editor where you manually change which colors are where on the scenes. Of course the hard part is locating the bastards that make up the graphics of those scenes on the tile editors. That is why I think the tile editors need to have number locations (like the hex editors do) so that once we find parts of things we can right down where. A graphics editor similar to the one on nesticle would really help in this manner too.

I can switch the colors around (in a tile editor) for the conference championship cut-screens but not for the in-game cut-screens or intro screens. I've explained it all in this thread.

Because of the way they are coded, the colors work differently for backgrounds and sprites. The conference championship cut-screen is the only one that works similar to the player sprites.

Experiment with the screens using a tile editor and you'll see what I mean. Maybe I'm missing something but I tried and failed to figure it out.



Quote



"Put a computer in front of some people, and they'll invent the space shuttle. Put a computer in front of other people, and they'll play DOOM for five years!" – Phil Hartman

averagetsbplayer

Tecmo Legend



Members

+ 141

1,381 posts

Location: Madison, WI

Posted March 18, 2010

Report post

FYI, I'm definitely a fan of this patch. Thanks for the taking the time to do this since I definitely appreciate the amount of time it probably took to do this work.

+ Quote



[Madison Tecmo Tournament](#) - Only 1/2 garbage since 2008

2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted March 22, 2010

Report post

Has anyone considered creating a graphic hack to go back to the original uniforms? Is there a way to reverse this with Hex Editor? And, what about an Alternate 3 where the helmet, jersey, and pants could be three separate colors? I know it's a three color limit and one has to be the skin.

+ Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)

TheTecmoJunkie

Member



Members



31 posts

Posted March 30, 2010

Report post

Yea I've been waiting on this for quite some time now!!!!!! Thanks Coach_Bama for even giving this some thought!!

+ Quote



fatcheerleader

Posted July 17, 2010

Report post

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Coach_Bama said:

I made a couple of IPS files for alternate uniform combinations. These aren't the regular color changes anyone can make with any of the various editors. This is a graphic hack I made using Tile Layer Pro.

I'm ignorant about these things but I was wondering something. Can't another graphic hack be made using Tile Layer Pro again with the original uniform set up the same way you did these alt2 and alt3 hacks? The graphics from the traditional uniforms in the 32 team rom are already done so can't that be used easily? I'm guessing I'm wrong but it seems logical if that's the way you did it.

I have a rom I love but it's got the alt3 unis and I prefer the original and I want them back! No, I didn't create the rom and there was no saved rom before the hack was installed so there's no going back that way. 😊

+ Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)

Leonard Fournette

Posted February 4, 2011

Report post

Buga Nation



Members

+ 249

2,007 posts

Tecmo Titles: 69

Unifrom graphic hacks were awesome. Have you guys been able to adjust them in cut screens for touchdowns too?

What ever happened to Coach Bama?

+ Quote



"I bet bruddog could knock out the african ascention in one punch" -DAMFNDRZA

On 8/5/2015 at 6:58 AM, drake said:

I put 3 on the turf against soy in a recent game too...he's got that southern voodoo shit going on.

Quote

We won 14-0. You might be thinking, well that's not that impressive. But that's not even the punchline: as he was leaving the field, he went on to impregnate every woman in the stadium and even some of the men too. Now there's a JJ story!
-GoNickMontana

tacomannarrows

Starter



Members

+ 17

225 posts

Location: Northern Jersey

Tecmo Titles: Cereal Bowl

XXXIX, MLF Offensive

MVP(2), 2011 Rookie of the

Year

"Wannabe black Brady" - Kelly

Rose

Posted April 12, 2014

Report post

is there a way to give a team for example a white helmet and jersey but NOT white pants?

+ Quote



TACOMA NARROWS

8-time Conference Champions

2-time Cereal Bowl Champions

NEW ENGLAND PATRIOTS

9-time Conference Champions

5-time Super Bowl Champions



All 43 Cereal Bowl Champions (1974-2016)



CoachMac

Promising Rookie



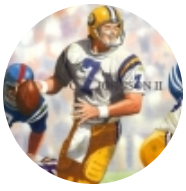
Posted December 19, 2019

Report post

The same color pants/jersey and different helmet is awesome.

Especially because the pants stripe is the color of the helmet.

It also looks even better on the real hardware as I am playing my college roms on an Everdrive.



Members

+ 23

72 posts

Location: Sierra Nevada Mountains

Tecmo never looked better.

On a side note I am not a fan of the jersey/helmet being the same with different pants.

Anyway, thanks for this Coach Bama



Quote



PREV

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