🏠 Home > Forums > Hacking/Emulation > ROM Editing Discussion >

How do you fix the order of games played in a week?

✔ Mark site read

How do you fix the order of games played in a week?

Follow   2

By cxm317, January 31, 2014 in ROM Editing Discussion

• tsb   • rom hacks   • schedule   • weeks games

Start new topic   **Reply to this topic**

---

cxm317

Getting Started

C

Members

➕ 1

2 posts

Posted January 31, 2014

Report post   ⤴

1. Tecmonster it's definitely not a glitch.

2. I consulted jstouts dissassembly files. Always valuable.

Here is the bank in question:

https://code.google.com/p/tecmosuperbowl/source/browse/branches/Bank26.txt

Scroll down to the note jstout added randomize week games. it starts off with

JSR L_D8F7 AND #$0F

This is a routine to update the random numbers and then it constrains the result to be from 0x00 to 0x0F or 0 to 15 in decimal.

Anyways we just need the end of the whole routine to randomize the games which is

JSR store_sram_checksum LDA #%11000000 STA PRG_RAM_PROTECT

RTS

So at 0x3220A paste in **20 B3 C4 A9 C0 8D 01 A0 60**.

This will prevent the schedule from being random. You may need to do a season reset once to get it unrandomized but it should be good from then on.

View full article

➕   Quote   ♥

Tecmonster   Posted January 31, 2014   Report post   ⤴

I posed this same question a long time ago. It's really weird that the randomization even happens. I can't imagine how a programmer might think that was something that might add value to the game, so surely it's just a glitch that nobody ever cared to fix. I've tried to figure out the pattern for HOW it reorganizes those games, but it just looks completely random to me.

+ Quote

Atrain400

Posted January 31, 2014

Report post

I am having the same exact issue. I trying to run a tournament utilizing season play for injuries and stats. To save on time I'm using two tvs. I have customized the schedule of the first 8 weeks on each ROM. The timing of the games is everything because obviously the same player can't play two different games at the same time. This is only thing that is holding me up. Any ideas?

PLEASE HELP!!!

+ Quote
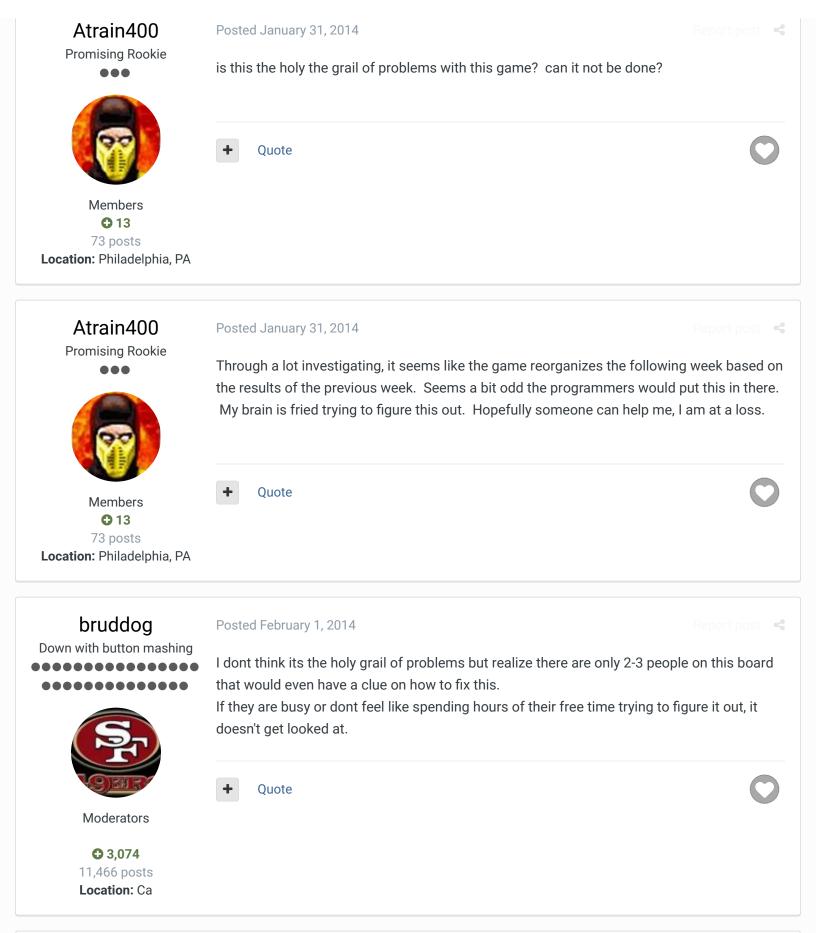
---

buck

Posted January 31, 2014

Report post

lol

+ 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

Atrain400
Promising Rookie
●●●

Members
⊕ 13
73 posts
Location: Philadelphia, PA

Report post ⮪

is this the holy the grail of problems with this game? can it not be done?

➕   Quote

Atrain400
Promising Rookie
●●●

Members
⊕ 13
73 posts
Location: Philadelphia, PA

Report post ⮪

Through a lot investigating, it seems like the game reorganizes the following week based on the results of the previous week. Seems a bit odd the programmers would put this in there. My brain is fried trying to figure this out. Hopefully someone can help me, I am at a loss.

➕   Quote

---

bruddog
Down with button mashing
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

⊕ 3,074
11,466 posts
Location: Ca

Report post ⮪

I dont think its the holy grail of problems but realize there are only 2-3 people on this board that would even have a clue on how to fix this.
If they are busy or dont feel like spending hours of their free time trying to figure it out, it doesn't get looked at.

➕   Quote

Atrain400
Promising Rookie
●●●

Report post ⮪

Thanks for letting me know that bruddog, that makes sense. This stuff does look really complicated and involved. I've been trying to learn the process myself. Any thoughts on

where in the hex coding I should be looking or what I should be looking for?

bruddog
Down with button mashing
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted February 1, 2014

Report post

1. Tecmonster it's definitely not a glitch.

2. I consulted jstouts dissassembly files. Always valuable.

Here is the bank in question:

https://code.google.com/p/tecmosuperbowl/source/browse/branches/Bank26.txt

Scroll down to the note jstout added randomize week games. it starts off with
JSR L_D8F7 AND #$0F

This is a routine to update the random numbers and then it constrains the result to be from 0x00 to 0x0F or 0 to 15 in decimal.
Anyways we just need the end of the whole routine to randomize the games which is

JSR store_sram_checksum LDA #%11000000 STA PRG_RAM_PROTECT
RTS

So at 0x3220A paste in **20 B3 C4 A9 C0 8D 01 A0 60**.

This will prevent the schedule from being random. You may need to do a season reset once to get it unrandomized but it should be good from then on.

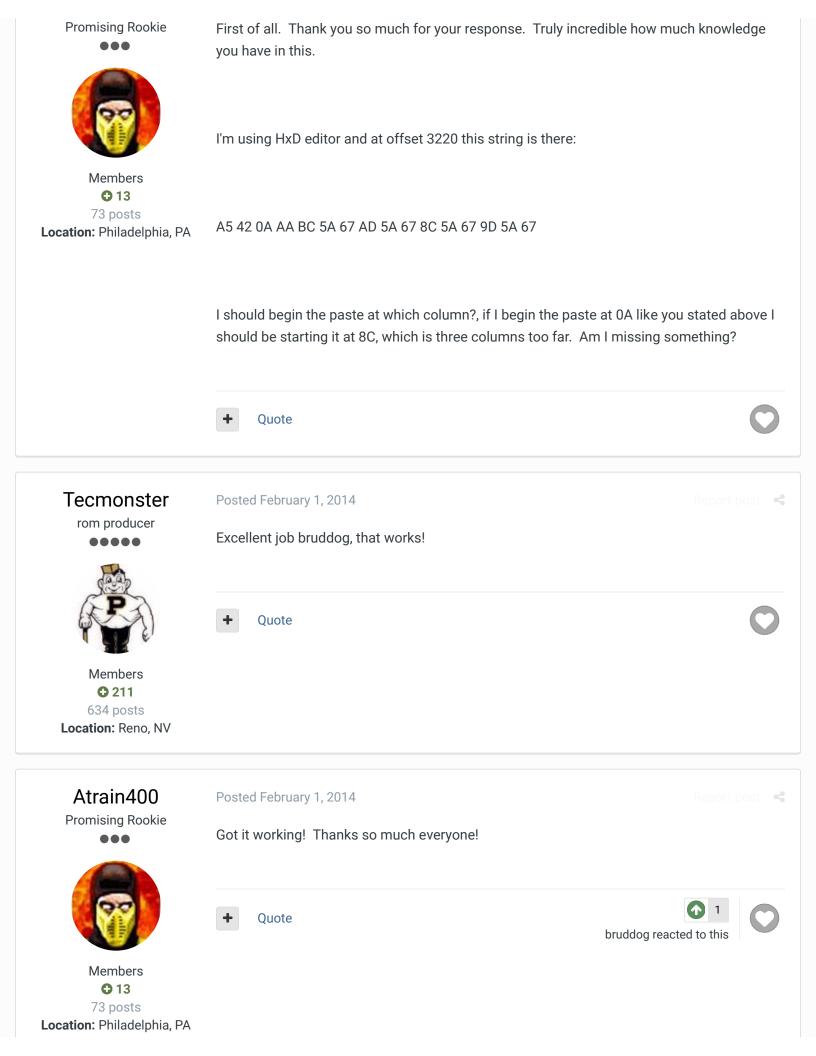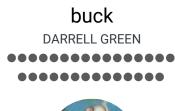This post has been promoted to an article

+   Quote

Atrain400

Posted February 1, 2014

Report post

Promising Rookie

●●●

Members

+ 13

73 posts

Location: Philadelphia, PA

First of all. Thank you so much for your response. Truly incredible how much knowledge you have in this.

I'm using HxD editor and at offset 3220 this string is there:

A5 42 0A AA BC 5A 67 AD 5A 67 8C 5A 67 9D 5A 67

I should begin the paste at which column?, if I begin the paste at 0A like you stated above I should be starting it at 8C, which is three columns too far. Am I missing something?

+   Quote

Tecmonster

rom producer

●●●●●

Posted February 1, 2014

Report post

Excellent job bruddog, that works!

+   Quote

Members

+ 211

634 posts

Location: Reno, NV

Atrain400

Promising Rookie

●●●

Posted February 1, 2014

Report post

Got it working! Thanks so much everyone!

+   Quote

↑ 1

bruddog reacted to this

Members

+ 13

73 posts

Location: Philadelphia, PA

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members
● 2,060
6,332 posts
Location: Tecmo Super
Street
Tecmo Titles: Lincoln V
(2015)

Posted February 1, 2014

no kidding, nice job bruddog.

[+] Quote

⬆ 1

bruddog reacted to this

♡

"The right to speak and the right to refrain from speaking are complementary components of ... ✕ ▾
'individual freedom of mind.'"

---

cxm317

Getting Started

C

Members
● 1
2 posts

Posted February 1, 2014

Thanks Bruddog, that's exactly what I was looking to do. Nice job!

[+] Quote

⬆ 1

bruddog reacted to this

♡

SBlueman

Tecmo Legend

●●●●●●

Members
● 289
1,048 posts
Location: San Jose, CA

Posted October 9, 2016

Nice! Just to make sure I am on the same page, if converted to a set command, this would read:

SET (0x3220A, 0x**20B3C4A9C08D01A060)**

It always bugged me when the schedule was out of order. If left to the default schedule in the original game, it will play the 1991 season pretty much in order with the last game usually being the actual game that was the Monday night game.

[+] 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)

---

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

⊕ **3,074**

11,466 posts

Location: Ca

Posted October 9, 2016

That is correct.

Report post ⤴

➕ Quote

⬆ 1

You reacted to this

💬 Reply to this topic...

‹ **GO TO TOPIC LISTING**

Monona, WI - 5/16/20 - Tag Team Tecmo II: Rematch!
By PunkyQB

Monona Tecmo is back Saturday, May 16th at 2 pm at Village Lanes in Monona, WI.
Our second event, Tag Team Tecmo II: Rematch, will be just like the first, but hopefully a little bigger and starting just a little later for traveling players. We hope to attract noobs, seasoned...

(NES) Tecmo Super Bowl -NES (bugs fixed)
By bruddog

View File Tecmo Super Bowl -NES (bugs fixed)
The original rom has been completely rebuilt. DO NOT TRY TO APPLY ANY OF THE HACKS LISTED ONE THE WEBSITE. It is extremely likely they wont't work due to locations in the rom...

Map the 'select' button
By Gabriel Olinto

Would it be possible to map the 'select' button to be used in nes tsb? For example, for cycle backwards through receivers?

"Street Tecmo" NFL 2013 by buck, rewhawl, jstout "Official Thread" NES TSB
By buck

There are 4x roms in the zip - actually, only two games (ROM 1 and ROM 2), but see below for reasoning for the extra two roms
the zip also contains a basic readme, and a png image of a playbook key
...

D-League Tecmo Bowl
By 49ers Fathful

Hey Guys, I am going to be working on a "D-League" Tecmo Bowl, featuring NFL Busts, or current NFL Free-Agents. Here's a few that will include in it:
-Vince Young
...

RECENTLY BROWSING   1 MEMBER

SBlueman

✔ Mark site read

Theme ▾   Contact Us

TecmoBowl.org
Powered by Invision Community

/