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Locations of TSB Cut Scenes

By DFM, January 13, 2011 in Hacking Documentation

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Tecmo Legend
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Does anybody have these somewhere? I've been looking through all these docs but cannot find them.
Any ideas?

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I'm not exactly sure what you're after but I'll give you what I've got for pallet locations
For the Opening Cut Scenes
49ers Linemen Shot
0x1A0A0-0x1A0AF
0x1A7F0-0x1A7FF
Joe Montana San Francisco 49ers Shot
0x1A330-0x1A33F
0x1A800-0x1A80F
Barry Sanders Detroit Lions Shot
0x1A110-0x1A11F
0x1A9C0-0x1A9CF

LT Tackling Redskins Player

0x1A090-0x1A09F

0x1A810-0x1A81F

LT Standing Over Redskins Player

0x1A080-0x1A08F

0x1A820-0x1A82F

LT New York Giants Shot

0x1A330-0x1A33F

0x1A830-0x1A83F

For the In Game Cut Scenes

Player's Light Skin Color

0x341E4-0x341E5

Player's Dark Skin Color

0x341E9-0x341EA

In most of the intro cut scenes the top pallet seems to be for the background; the LT New York Giants, and Joe Montana San Francisco 49ers screens share the same background pallet. I haven't got exactly which parts of the image the individual bytes go to, I just use guess and check with the FEC Ultra PPU Viewer and Hex Editor. This information is somewhat documented though, search for the mega color thread, that's how I got started. I haven't tested the In Game Cut Scene Skin Colors, I just found them posted on here.

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buck, kamphuna8 and DFM reacted to this

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