

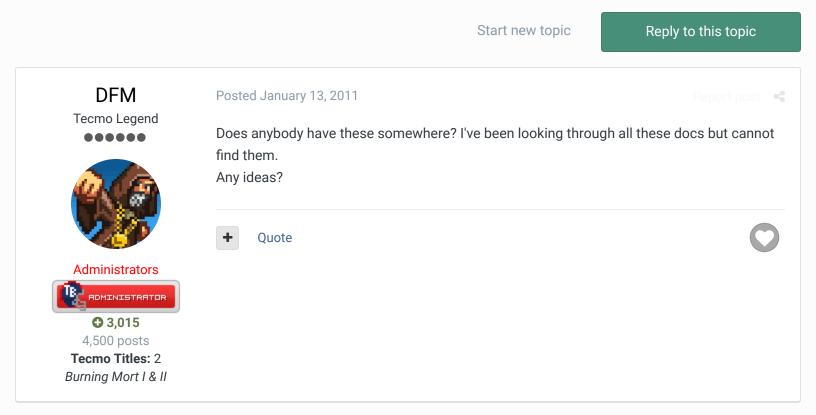
By DFM, January 13, 2011 in Hacking Documentation

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Posted January 13, 2011Report pI'm not exactly sure what you're after but I'll give you what I've got for pallet locationsFor the Opening Cut Scenes**49ers Linemen Shot**0x1A0A0-0x1A0AF0x1A7F0-0x1A7FFJoe Montana San Francisco 49ers Shot0x1A330-0x1A33F0x1A800-0x1A80FBarry Sanders Detroit Lions Shot0x1A110-0x1A11F0x1A9C0-0x1A9CF

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.



buck, kamphuna8 and DFM reacted to this



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