



NES Play Design Info

By jstout, January 18, 2009 in Hacking Documentation

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jstout

Tecmo Super Champion



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Some info for play designing:

Offensive Plays: x1D410 to x1DA0F (15 bytes for name, formation #, 8 bytes of play #s)

Example: T FAKE SWEEP R 04 10 10 50 10 10 50 10 10, 04 = formation # and 10 and 50 are the play #s

Defensive Plays: x1DC10 to x1DE0F (8 bytes of play #s vs each offensive play)

Offensive Formation Pointers: x4010 to x41F3 (Each formation is 11 pointers)

Offensive Play Pointers: x4410 to x4BF7 (Each play is 11 pointers)

Offensive Extra Pointers: x4E10 to x4F8F (Each extra is 12 pointers)

Defensive Play Pointers: x6010 to x75F9 (Each play is 11 pointers)

Defensive Extra Pointers: x7610 to x778F (Each extra is 12 pointers)

Offensive Command Section: x8010 to x9F86 (\$A000 to \$BFFF)

Defensive Command Section: xA010 to xBFCE (\$A000 to \$BFFF)

Command List:

x00 to x0A = m2m Player (Time)

x11 to x1A = m2m Player (Time) ***Note these are the improper numbers

x20 to x2F = Random (Pointer)

x30 to x3A = Block Player

x40 to x4A = Chop Block Player

x50 to x5A = Handoff to Player

x60 to x6A = Fake Handoff to Player

x70 to x7A = Pitch to Player

x80 to x8A = Motion Following Player

x91 to x94 = Pass (Chance/Receivers, Pointer)

xA0 to xA4 = Route #

xB0 to xB1 = Set Position From Kickoff (Location)

xB4 = Move during Kickoff (Location)

xC0 = Dropback (Location)

xC1 = COA/COM Pass Timing (Start Time, End Time, Take Sack Chance)

xC3 = Vs Defense (Defense, Pointer) ***[Only TSB II and III]

xC4 = Celebrate (Unknown)

xC5 = Cry (Unknown)

xC6 = Receiver Order (Amount, Receivers, Pointer) ***[Only TSB II and III]

xC7 = COM Jump To (Pointer)

xC8 = COM Jump To (Pointer, Random)

xCA = COA/COM Jump To (Pointer)

xCC = Block

xCD = Pull-Relative (Location)

xCE = Pull-Ball Placement (Location)

xCF = Pull-Middle of Field (Location)

xD0 = Set Position-Ball Placement (Location)

xD1 = Set Position-Middle of Field (Location)

xD2 = Hike under Center

xD3 = Hike from Shotgun

xD4 = Take Snap under Center

xD5 = Take Snap from Shotgun

xD6 = Take Snap for Field Goal/Extra Point

xD7 = Move-Relative (Location)

xD8 = Move-Ball Placement (Location)

xD9 = Move-Middle of Field (Location)

xDA = Run Rush

xDB = Vertically Mirror Ball Carrier

xDD = Pass Rush

xDF = Computer Takes Control

xE0 = Set RS (Value)

xE1 = Set MS (Value) ***Note if x00 then resets to player's MS

xE2 = Boost RP (Boost)

xE3 = Boost RS (Boost)

xE4 = Player Takes Control

xE5 = Kickoff

xE6 = Punt

xE7 = Field Goal

xE8 = Extra Point

xEA = 3-Point Stance

xEB = Shift (Time)

xEC = 2-Point Stance

xED = Motion (Time)

xEE = QB Stance

xEF = Change Player Icon to Returner

xF0 = Face Direction (Direction)

xF3 = Stand (Time)

xF4 = Turn (Time) ***Note player faces ball

xF5 = Wait (Start Time, End Time)

xF6 = Set HP (Value)

xF7 = Boost HP (Boost)

xFA = Recover Ball

xFC = Set To Grapple (Player) ***Note players are selected in bits

xFD = Set To Block (Player) ***Note players are selected in bits

xFE = Loop (Amount) ***Note this is from Signed numbers

xFF = Jump To (Pointer)

For Commands x00 to x1F and x30 to x8F the second nibble is player # (Example 01, 1 is 2nd nibble):

QB = 0, RB1 = 1, RB2 = 2, WR1 = 3, WR2 = 4, TE = 5, C = 6, LG = 7, RG = 8, LT = 9, RT = A

RE = 0, NT = 1, LE = 2, ROLB = 3, RILB = 4, LILB = 5, LOLB = 6, RCB = 7, LCB = 8, FS = 9, SS = A

For Commands x20 to x2F the second nibble is random chance (0 is likely to F isn't likely)

For Commands x91 to x94 the second nibble is amount of receivers + 1

For Commands xA0 to xA4 the second nibble is receiver number + 1

For Commands xB0 to xB1 the second nibble is change of depth from kickoff

(Time) = each x14 is a second and x00 is forever

(Pointer) = Lo Byte and Hi Byte for a pointer

(Chance/Receivers) = 1st nibble is chance to be thrown to (Last receiver is always F) and 2nd nibble is player #

(Location) = Y and X coordinate bytes

(Amount) = # of bytes

(Receivers) = player #

(Random) = Random Chance (x00 is likely to x0F isn't likely)

(Take Sack Chance) = Take Sack (x00 is likely to xFF isn't likely)

(Defense) = defense # (GL = x00, 34 = x01, Nickel = x02, Dime = x03, 43 = x04)

(Value) = Skill value (x00 = 6 to x0F = 100)

(Boost) = Amount to boost

(Direction) = Direction to look

(Player) = bits from QB to RT or RE to SS (0 = not set to 1 = set)

For (Start Time, End Time): the player will randomly move to next command between those times

+ Quote



bruddog

Down with button mashing

Posted January 21, 2009

Report post

Couple of questions

Did you ever figure out the difference between the DA and DD commands? I seem to remember on the "run Rush" the players took more direct lines while in DD they adjusted to the ball carrier more.

What is the difference between the CC block command and the Set to block command? Does the CC command just make the person block the closest available player?

What are the units for boost? Like if I wanted to boost MS two notches what the following byte be?

What do the Pull commands do?

Is there any difference between the two different man-to-man commands?



Moderators

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11,466 posts

Location: Ca

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jstout

Tecmo Super Champion

Posted January 21, 2009

Report post

Quote

Did you ever figure out the difference between the DA and DD commands? I seem to remember on the "run Rush" the players took more direct lines while in DD they adjusted to the ball carrier more.

I've not been able to pinpoint the exact difference (the code to perform for each is very very different). Observation-wise, Run Rush is more of stay in the gap with light adjustments while the Pass Rush is more of a drastic adjustment.

Quote

What is the difference between the CC block command and the Set to block command? Does the CC command just make the person block the closest available player?

The Set to Block command only marks the players to be blocked and nothing more. The CC block command is what performs the block using the set players (when they are in blocking distance).

Quote

What are the units for boost? Like if I wanted to boost MS two notches what the following byte be?

Boost RP (xE2) each x01 will move the player up a skill level with a max set at the 100 skill.

Boost RS (xE3) each x01 will move the player up a skill level with no max (x0E is 0 skill and x1D is 100 skill).

Boost HP (xF7) each x04 will move the player up a skill level with no max (x00 is 0 skill and x3C is 100 skill).

The Set commands (xE0, xE1, xF6) should all be x00 to x0F (0 to 100 skill). Anything higher results in reading wrong values.

Quote

What do the Pull commands do?

The pull commands are like the move commands (move the player to the coordinates listed). However using the Set To Block command before, if a player set to be blocked comes within a short distance of the puller then he will leave his move path and instead move to block the player.

Quote

Is there any difference between the two different man-to-man commands?

The 00-0A saves 0 to A while 10-1A saves 80 to 8A and the codes merge then shortly branch off onto very similar codes (not sure the difference yet). Observation-wise, both m2m numbers worked the same on the field.

+ Quote



buck

DARRELL GREEN

Posted January 21, 2009

Report post

I'd like to see info on the x,y coordinate system used for xD8 (move absolute/relative) stuff. You guys got this down?

+ Quote



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

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

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jstout

Tecmo Super Champion



Members
+ 92

537 posts

Posted January 21, 2009

Report post ↗

▼ buck said:

I'd like to see info on the x,y coordinate system used for xD8 (move absolute/relative) stuff. You guys got this down?

(The X coordinate is reversed for offensive formations and Left/Right is reversed for Defense)

Relative:

Up/Down x80-FF (Player) x01-7F

Left/Right x80-FF (Player) x01-7F

Ball Placement:

Y = xA8-EF (Top) xF0 (Ball) xF1-38 (Bottom)

X = x80-FF (Offense) x00 (LOS) x01-7F (Defense)

Middle of the Field:

Y = x30-77 (Top) x78 (Middle) x79-C0 (Bottom)

X = x80-FF (Offense) x00 (LOS) x01-7F (Defense)

A difference of x08 = 1 yard

[Note]

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 25, 2009

Report post ↗

Hey jstout. This should be easy to do. Can in your play reader program can you replace the move command text with up/ down yardage text?

It makes deciphering the moves much easier.

+ Quote



buck

DARRELL GREEN



Members
+ 2,060

Posted January 30, 2009

Report post ↗

So I've recently noticed in my HB pass play (when used by COM or COA) - that the QB, after receiving the ball from the RB, will start running the wrong (opposite) way or will just stand there.

The QB is using a sequence from a WR (a same WR sequence as original TSB at hex address 0x9DB0).

Actually, I've noticed that anyone, after receiving a pass from HB will do this...

Anyone know what would be causing this or how to remedy it?

+ Quote



6,332 posts

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

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



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bruddog

Down with button mashing

Posted February 14, 2009

Report post

did you make sure to set the number of Wr's correctly?

+ Quote



Moderators

3,074
11,466 posts
Location: Ca

buck

DARRELL GREEN

Posted February 15, 2009

Report post

bruddog said:
did you make sure to set the number of Wr's correctly?

I figured out what was wrong and fixed it...long story.

+ Quote



Members
2,060

6,332 posts

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

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



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Yak

Tecmo Fanatic

Posted April 13, 2009

Report post

Okay, I need to bump this thread.
I've been reading, and re-reading as much information as I can find on these boards about the X - Y values for Defensive Player Formations. In the latest updates to my Tecmo Coaching ROM, thanks to Jstout's previous tutorial in my original TSC thread, I've been able to change the QB priority selection of WRs for each play, as well as timing of PASS attempts, and SCRAMBLE logic.
I'm about to begin re-assigning Reactions to my Defensive players in lue of these changes I've made to compliment the gameplay. Changing the Defensive Reactions via the 'TSB Play Maker' program is simple. However...

The Goal:

Keeping the logic string in tact will work more than fine. I simply wish to alter the X - Y Locations of where the Defensive Players take the field. Jstout posted an image illustrating this change. *See Below. I'm about 50% there to understanding this whole idea, but if someone could help me identify where the X - Y locations can be found in an example Defensive Reaction, I would be MUCHO appreciative of this. I'm so utterly close to making the kind of coaching-based ROM that I've been working towards since October '08. This is the last true piece of Defensive formation changing that I need to learn.

So in summary, anyone that can provide me helpful hints where to find defensive reactions so that I can alter the already coded defensive reaction X - Y coordinates, that would be so unbelievably wonderful.

Much thanks for any help in advance!



Members
1,541

5,286 posts

Location: Boston, MA



+ Quote



Yak

Tecmo Fanatic

Posted April 13, 2009

Report post

Holy shit, I think I'm getting it--after using version .2 of BAD_AL's PlayMaker Program, where the TakePosition from Hike locations are listed. This is it, I think!



Members

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5,286 posts

Location: Boston, MA

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Yak

Tecmo Fanatic

Posted April 13, 2009

Report post

Yeah, I totally have this shit down now. Excuse my language, ye of sensitive eyes, but I couldn't be any more excited right now.



Members

+ 1,541

5,286 posts

Location: Boston, MA

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Yak

Tecmo Fanatic

Posted April 21, 2009

Report post

So, I'm totally dominating the end of this thread. My apologies for that, but I do have a question. There seem to be many, many more defensive reaction 'slots' for the defensive reaction possibilities. The coaching construction that I'm trying to do might require me to have variable offensive plays for the purposes of having OLs that respond uniquely to the specific defensive reaction I'm creating. Does anyone know, off-hand, how many offensive play 'slots' there are in total? Examining the original TSB ROM, I've noticed each run play either has two, and sometimes three different responses. Passing plays, typically, only have one. If I can get someone to maneuver a listing of offensive play slot possibilities, I'd have much more to work with when creating variable offensive reactions for the OL in the plays that really need it. Much thanks to anyone who can supply me some insight.



Members

+ 1,541

5,286 posts

Location: Boston, MA

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Down with button mashing



Moderators

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Location: Ca

Play: T FAKE SWEEP R

Slot: Run 1

Formation: 04

Play #: 10, 10, 50, 10, 10, 50, 10, 10

Defense: 5B, 5A, 5A, 58, 58, 59, 59, 59

Play: T POWER SWEEP R

Slot: Run 1

Formation: 04

Play #: 11, 11, 11, 11, 11, 11, 11, 11

Defense: 53, 52, 52, 51, 50, 51, 50, 51

Play: WTE OFFTACKLE R

Slot: Run 1

Formation: 07

Play #: 12, 12, 12, 12, 12, 12, 12, 12

Defense: 57, 56, 56, 55, 54, 54, 55, 55

Play: ONESETBACK L

Slot: Run 1

Formation: 06

Play #: 13, 13, 13, 13, 13, 13, 13, 13

Defense: 5F, 5E, 5E, 5D, 5D, 5D, 5C, 5C

Play: R AND S SWEEP L

Slot: Run 1

Formation: 0C

Play #: 14, 14, 52, 52, 14, 14, 51, 51

Defense: 63, 62, 62, 61, 60, 60, 61, 61

Play: FB OFFTACKLE R

Slot: Run 1

Formation: 08

Play #: 53, 53, 53, 53, 16, 16, 53, 53

Defense: 67, 66, 66, 65, 64, 64, 65, 65

Play: FB OPEN L

Slot: Run 1

Formation: 09

Play #: 54, 54, 54, 54, 17, 17, 17, 17

Defense: 67, 6A, 6A, 69, 68, 68, 69, 69

Play: TOSS SWEEP R

Slot: Run 1

Formation: 0B

Play #: 55, 55, 55, 55, 15, 15, 15, 15

Defense: 67, 6D, 6D, 6C, 6B, 6B, 6C, 6C

Play: T POWER DIVE

Slot: Run 2

Formation: 14

Play #: 18, 18, 18, 18, 18, 18, 18, 18

Defense: 70, 5F, 6F, 70, 6E, 6E, 6F, 6F

Play: FB OFFTACKLE L

Slot: Run 2

Formation: 06

Play #: 56, 56, 56, 56, 19, 19, 19, 19

Defense: 73, 5F, 72, 73, 71, 71, 72, 72

Play: R AND S DRAW

Slot: Run 2

Formation: 0C

Play #: 1A, 1A, 1A, 1A, 1A, 1A, 1A, 1A

Defense: 76, 5B, 75, 76, 74, 74, 75, 75

Play: PITCH L FAKE

Slot: Run 2

Formation: 06

Play #: 1B, 1B, 1B, 1B, 1B, 1B, 1B
Defense: 79, 5B, 77, 78, 78, 79, 78, 77
Play: ONEBACK SWEEP R
Slot: Run 2
Formation: 09
Play #: 01, 01, 1C, 01, 1C, 01, 00, 00
Defense: 7C, 5F, 7A, 7B, 7A, 7C, 7B, 7B
Play: WEAKSIDE OPEN
Slot: Run 2
Formation: 08
Play #: 02, 02, 02, 02, 1D, 1D, 1D, 1D
Defense: 7F, 5F, 7E, 7F, 7D, 7D, 7E, 7E
Play: T OFFTACKLE R
Slot: Run 2
Formation: 04
Play #: 03, 03, 03, 03, 1E, 1E, 1E, 1E
Defense: 82, 5F, 81, 82, 80, 80, 81, 81
Play: T SWEEP STRONG
Slot: Run 2
Formation: 04
Play #: 1F, 1F, 1F, 1F, 1F, 1F, 1F, 1F
Defense: 52, 53, 51, 52, 50, 51, 50, 51
Play: SHOTGUN DRAW
Slot: Run 3
Formation: 0F
Play #: 04, 04, 04, 04, 04, 04, 20, 20
Defense: 84, 85, 5B, 85, 84, 84, 83, 83
Play: R AND S SWEEP R
Slot: Run 3
Formation: 0C
Play #: 05, 05, 05, 05, 22, 22, 22, 22
Defense: 88, 87, 5F, 88, 87, 87, 86, 86
Play: T CROSS RUN L
Slot: Run 3
Formation: 04
Play #: 07, 07, 07, 07, 21, 06, 06, 21
Defense: 8A, 8B, 5B, 8B, 89, 8A, 89, 8A
Play: SLOT OFFTACKLE
Slot: Run 3
Formation: 05
Play #: 08, 08, 08, 08, 24, 24, 24, 24
Defense: 8D, 8E, 8F, 8E, 8D, 8D, 8C, 8C
Play: CROSS OFFTACKLE
Slot: Run 3
Formation: 04
Play #: 09, 09, 09, 09, 26, 26, 26, 26
Defense: 90, 91, 8F, 92, 91, 92, 90, 91
Play: PITCH L OPEN
Slot: Run 3
Formation: 15
Play #: 0B, 0B, 0B, 0B, 27, 0A, 27, 0A
Defense: 95, 94, 8F, 95, 93, 94, 93, 94
Play: WR REVERSE R
Slot: Run 3
Formation: 06
Play #: 0C, 0C, 0C, 0C, 23, 23, 23, 23
Defense: 97, 96, 99, 98, 97, 98, 97, 96
Play: WR REVERSE L
Slot: Run 3
Formation: 09

Play #: 0D, 0D, 0D, 0D, 0D, 25, 25, 25, 25
Defense: 9B, 9A, 8F, 9C, 9B, 9C, 9A, 9B
Play: R AND S QB RUN
Slot: Run 4
Formation: 0C
Play #: 0E, 0E, 0E, 0E, 2A, 2A, 2A, 2A
Defense: 9E, 9F, 9F, 8F, 9E, 9E, 9D, 9D
Play: SHOTGUN SWEEP L
Slot: Run 4
Formation: 10
Play #: 2D, 0F, 0F, 0F, 2D, 2D, 2D, 2D
Defense: A1, A2, A2, 8F, A1, A1, A0, A0
Play: R AND S QBSNEAK
Slot: Run 4
Formation: 0C
Play #: 2E, 57, 57, 2E, 2E, 2E, 2E
Defense: A4, A5, A5, 8F, A4, A4, A3, A3
Play: ONESETBACK DIVE
Slot: Run 4
Formation: 09
Play #: 29, 29, 29, 29, 29, 29, 29, 29
Defense: A7, A8, A8, 5F, A7, A7, A7, A6
Play: PRO T DIVE
Slot: Run 4
Formation: 04
Play #: 28, 28, 28, 28, 28, 28, 28, 28
Defense: A9, AA, AB, 5F, AB, AA, AA, A9
Play: FB POWER DIVE
Slot: Run 4
Formation: 0B
Play #: 2B, 2B, 2B, 2B, 2B, 2B, 2B, 2B
Defense: AD, AE, AE, 5F, AD, AD, AC, AC
Play: SHOTGUN C DRAW
Slot: Run 4
Formation: 11
Play #: 58, 58, 58, 58, 58, 58, 2C, 2C
Defense: B0, B1, B1, 5B, B0, B0, AF, AF
Play: REVERSE PITCH R
Slot: Run 4
Formation: 04
Play #: 59, 59, 2F, 59, 2F, 59, 2F, 2F
Defense: B3, B4, B2, 99, B2, B4, B3, B3
Play: PRO T WAGGLE L
Slot: Pass 1
Formation: 04
Play #: 30, 30, 30, 30, 30, 30, 30, 30
Defense: B5, B5, B6, B6, 5F, B7, B7, B7
Play: R AND S FLARE C
Slot: Pass 1
Formation: 0C
Play #: 31, 31, 31, 31, 31, 31, 31, 31
Defense: B8, B8, B9, B9, BB, BA, BA, BA
Play: PRO T WAGGLE R
Slot: Pass 1
Formation: 04
Play #: 32, 32, 32, 32, 32, 32, 32, 32
Defense: BD, BD, BC, BC, 5F, BE, BE, BE
Play: ROLL OUT R
Slot: Pass 1
Formation: 09

Play #: 33, 33, 33, 33, 33, 33, 33, 33
Defense: BF, BF, C0, C0, 5F, C1, C1, C1
Play: ROLL OUT L
Slot: Pass 1
Formation: 08
Play #: 34, 34, 34, 34, 34, 34, 34, 34
Defense: C2, C2, C3, C3, 5F, C4, C4, C4
Play: T PLAY ACTION D
Slot: Pass 1
Formation: 04
Play #: 35, 35, 35, 35, 35, 35, 35, 35
Defense: C5, C6, C6, C5, BB, C7, C7, C7
Play: PRO T SCREEN L
Slot: Pass 1
Formation: 04
Play #: 36, 36, 36, 36, 5A, 36, 36, 36
Defense: C8, C8, C9, C9, BB, CA, CA, CA
Play: PLAY ACTION
Slot: Pass 1
Formation: 0B
Play #: 37, 37, 37, 37, 37, 37, 37, 37
Defense: CB, CC, CC, CB, BB, CD, CD, CD
Play: PWR FAKE Z POST
Slot: Pass 2
Formation: 06
Play #: 38, 38, 38, 38, 38, 38, 38, 38
Defense: CF, CF, CE, CE, D0, BB, D0, D0
Play: WTE F;FLICKER
Slot: Pass 2
Formation: 07
Play #: 39, 39, 39, 39, 39, 39, 39, 39
Defense: D1, D1, D2, D2, D3, 5F, D3, D3
Play: SHOTGUN X CURL
Slot: Pass 2
Formation: 0F
Play #: 3A, 3A, 3A, 3A, 3A, 5B, 3A, 3A
Defense: D4, D4, D5, D5, D6, DA, D6, D6
Play: R AND S Z FLY
Slot: Pass 2
Formation: 0C
Play #: 3B, 3B, 3B, 3B, 3B, 3B, 3B, 3B
Defense: D7, D7, D8, D8, D9, DA, D9, D9
Play: PRO T FLARE D
Slot: Pass 2
Formation: 04
Play #: 3C, 3C, 3C, 3C, 3C, 3C, 3C, 3C
Defense: DB, DB, DC, DC, DD, DA, DD, DD
Play: OFFSET FLARE E
Slot: Pass 2
Formation: 0B
Play #: 3D, 3D, 3D, 3D, 3D, 3D, 3D, 3D
Defense: DE, DE, DF, DF, E0, DA, E0, E0
Play: ONEBACK Z CROSS
Slot: Pass 2
Formation: 0A
Play #: 3E, 3E, 3E, 3E, 3E, 3E, 3E, 3E
Defense: E1, E1, E2, E2, E3, DA, E3, E3
Play: ONEBACK FLARE A
Slot: Pass 2
Formation: 06

Play #: 3F, 3F, 3F, 3F, 3F, 3F, 3F, 3F
Defense: E4, E4, E5, E5, E6, DA, E6, E6
Play: T FLEA FLICKER
Slot: Pass 3
Formation: 04
Play #: 40, 40, 40, 40, 40, 40, 40, 40
Defense: E7, E8, E7, E8, E9, E9, BB, E9
Play: PWR FAKE X FLY
Slot: Pass 3
Formation: 06
Play #: 41, 41, 41, 41, 41, 41, 41, 41
Defense: EA, EB, EA, EB, EC, EC, DA, EC
Play: SHOTGUN X DRIVE
Slot: Pass 3
Formation: 0E
Play #: 42, 42, 42, 42, 42, 42, 42, 42
Defense: EE, EE, ED, ED, EF, EF, BB, EF
Play: R AND S 3;WING
Slot: Pass 3
Formation: 0D
Play #: 43, 43, 43, 43, 43, 43, 43, 43
Defense: F1, F1, F0, F0, F2, F2, DA, F2
Play: PLAYACTION Z IN
Slot: Pass 3
Formation: 09
Play #: 44, 44, 44, 44, 44, 44, 44, 44
Defense: F4, F4, F3, F3, F5, F5, BB, F5
Play: FLEA FLICKER
Slot: Pass 3
Formation: 08
Play #: 45, 45, 45, 45, 45, 45, 45, 45
Defense: F7, F6, F6, F7, F8, F8, BB, F8
Play: PRO T FLARE C
Slot: Pass 3
Formation: 04
Play #: 46, 46, 46, 46, 46, 46, 46, 46
Defense: FA, FA, F9, F9, FB, FB, DA, FB
Play: SHOTGUN 3;WING
Slot: Pass 3
Formation: 10
Play #: 47, 47, 47, 47, 47, 47, 47, 47
Defense: FD, FD, FC, FC, FE, FE, BB, FE
Play: SHOTGUN XY BOMB
Slot: Pass 4
Formation: 11
Play #: 48, 48, 48, 48, 48, 48, 48, 48
Defense: 14, 14, 13, 13, 15, 15, 15, DA
Play: R AND S Y UP
Slot: Pass 4
Formation: 0C
Play #: 49, 49, 49, 49, 49, 49, 49, 49
Defense: 17, 17, 16, 16, 18, 18, 18, DA
Play: X OUT AND FLY
Slot: Pass 4
Formation: 06
Play #: 4A, 4A, 4A, 4A, 4A, 4A, 4A, 4A
Defense: 1A, 1A, 19, 19, 1B, 1B, 1B, BB
Play: REV;FAKE Z POST
Slot: Pass 4
Formation: 06

Play #: 4B, 4B, 4B, 4B, 4B, 4B, 4B, 4B
Defense: 1D, 1D, 1C, 1C, 1E, 1E, 1E, DA
Play: SLOT L Z DRIVE
Slot: Pass 4
Formation: 05
Play #: 4C, 4C, 4C, 4C, 4C, 4C, 4C, 4C
Defense: 20, 20, 1F, 1F, 21, 21, 21, 22
Play: NO BACK X DEEP
Slot: Pass 4
Formation: 13
Play #: 4D, 4D, 4D, 4D, 4D, 4D, 4D, 4D
Defense: 24, 24, 23, 23, 25, 25, 25, 22
Play: SHOTGUN Z S;IN
Slot: Pass 4
Formation: 0E
Play #: 4E, 4E, 4E, 4E, 4E, 4E, 4E, 4E
Defense: 27, 27, 26, 26, 28, 28, 28, 22
Play: REDGUN Z SLANT
Slot: Pass 4
Formation: 12
Play #: 4F, 4F, 4F, 4F, 4F, 4F, 4F, 4F
Defense: 2A, 2A, 29, 29, 2B, 2B, 2B, 22

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Knobbe

Tecmo Godfather

Posted April 21, 2009

Report post

My question would be which defensive code is better than another?

One could gear their offense towards putting poor defensive schemes on the field while people could call certain defensive plays not because they can the defense but because the odds are they will call a superior D.

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Elsewhere

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Yak

Tecmo Fanatic

Posted April 21, 2009

Report post

Bruddog: awesome. So, what I thought is correct: Offensive plays go from 1's - 5's. Interesting.

Rod: I'm working each unique defense to have gaps to be taken advantage of. The only play that I'm really having difficulty with are the Pitch Outs (Left and Right). Working these through to 'allow' yardage gains is easy enough though. Really, this idea overall has been shaping up to work pretty functionally. I think people will enjoy the actual control that they'll possess over the game.

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Members

+ 1,541

5,286 posts

TecmoBowlSwede

Posted February 6, 2010

Report post

Promising Rookie



Members

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47 posts

If this is the wrong thread for this question I appologise! How do I change the position of players in existing plays? (For example: Make RB1 run the Pitch L Open, or have the same setup of recievers in all the shotgun plays...)

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Yak

Tecmo Fanatic

Posted February 6, 2010

Report post



Members

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5,286 posts

Location: Boston, MA

▼ TecmoBowlSwede said:

If this is the wrong thread for this question I appologise! How do I change the position of players in existing plays? (For example: Make RB1 run the Pitch L Open, or have the same setup of recievers in all the shotgun plays...)

Download this, Boss: viewtopic.php?f=22&t=9094&p=82632&hilit=TSB+Playmaker#p82627

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buck

DARRELL GREEN

Posted February 6, 2010

Report post



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

he's gonna need more than that. where is bruddog's "TSB play hacking guide"? The info in that document has always been my primary source for adjusting formations and swapping sequence bytes.

here, swede - check this thread: viewtopic.php?f=22&t=9309&start=0&hilit=play+hacking+guide

about the middle of the 1st page I describe the formation stuff a little...but you should read the whole thread.

now...if only there were a "defensive hacking guide"...because I'm still not comfortable with the way to address and/or tweak defensive sequences. any docs out there for defense sequences?

▼ Maynard_G_Krebs said:

▼ TecmoBowlSwede said:

If this is the wrong thread for this question I appologise! How do I change the position of players in existing plays? (For example: Make RB1 run the Pitch L Open, or have the same setup of recievers in all the shotgun plays...)

Download this, Boss: viewtopic.php?f=22&t=9094&p=82632&hilit=TSB+Playmaker#p82627

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

[link to change one's signature](#)

xplozv

Starter

Posted February 6, 2010

Report post



I just finished writing one with presnap movement and postsnap instructions for TSB1 for nes, snes, and sega version. As soon as I finish typing it up I'll post it. It's a lot of info, but its easy once you get started.

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246 posts



TecmoBowlSwede

Posted February 6, 2010

Report post

Promising Rookie



Thanks a lot!!



Members
+ 1
47 posts

+ Quote



Yak

Tecmo Fanatic

Posted February 6, 2010

Report post



Members
+ 1,541
5,286 posts
Location: Boston, MA

xplozv said:

I just finished writing one with presnap movement and postsnap instructions for TSB1 for nes, snes, and sega version. As soon as I finish typing it up I'll post it. It's a lot of info, but its easy once you get started.

Niiiiiiiice.

+ Quote



fatcheerleader

COA of NE (1991)

Posted February 6, 2010

Report post



Can someone on here give a quick explanation of this post from bruddog? I know its silly to say "quick" but its beyond me! Cliff notes?!



Members
+ 111
2,697 posts
Location: Washington DC

bruddog said:

Play: T FAKE SWEEP R
Slot: Run 1
Formation: 04
Play #: 10, 10, 50, 10, 10, 50, 10, 10
Defense: 5B, 5A, 5A, 58, 58, 59, 59, 59
Play: T POWER SWEEP R
Slot: Run 1
Formation: 04
Play #: 11, 11, 11, 11, 11, 11, 11, 11
Defense: 53, 52, 52, 51, 50, 51, 50, 51
Play: WTE OFFTACKLE R
Slot: Run 1
Formation: 07
Play #: 12, 12, 12, 12, 12, 12, 12, 12
Defense: 57, 56, 56, 55, 54, 54, 55, 55
Play: ONESETBACK L
Slot: Run 1
Formation: 06

Play #: 13, 13, 13, 13, 13, 13, 13, 13, 13, 13
Defense: 5F, 5E, 5E, 5D, 5D, 5D, 5C, 5C
Play: R AND S SWEEP L
Slot: Run 1
Formation: 0C
Play #: 14, 14, 52, 52, 14, 14, 51, 51
Defense: 63, 62, 62, 61, 60, 60, 61, 61
Play: FB OFFTACKLE R
Slot: Run 1
Formation: 08
Play #: 53, 53, 53, 53, 16, 16, 53, 53
Defense: 67, 66, 66, 65, 64, 64, 65, 65
Play: FB OPEN L
Slot: Run 1
Formation: 09
Play #: 54, 54, 54, 54, 17, 17, 17, 17
Defense: 67, 6A, 6A, 69, 68, 68, 69, 69
Play: TOSS SWEEP R
Slot: Run 1
Formation: 0B
Play #: 55, 55, 55, 55, 15, 15, 15, 15
Defense: 67, 6D, 6D, 6C, 6B, 6B, 6C, 6C
Play: T POWER DIVE
Slot: Run 2
Formation: 14
Play #: 18, 18, 18, 18, 18, 18, 18, 18
Defense: 70, 5F, 6F, 70, 6E, 6E, 6F, 6F
Play: FB OFFTACKLE L
Slot: Run 2
Formation: 06
Play #: 56, 56, 56, 56, 19, 19, 19, 19
Defense: 73, 5F, 72, 73, 71, 71, 72, 72
Play: R AND S DRAW
Slot: Run 2
Formation: 0C
Play #: 1A, 1A, 1A, 1A, 1A, 1A, 1A, 1A
Defense: 76, 5B, 75, 76, 74, 74, 75, 75
Play: PITCH L FAKE
Slot: Run 2
Formation: 06
Play #: 1B, 1B, 1B, 1B, 1B, 1B, 1B, 1B
Defense: 79, 5B, 77, 78, 78, 79, 78, 77
Play: ONEBACK SWEEP R
Slot: Run 2
Formation: 09
Play #: 01, 01, 1C, 01, 1C, 01, 00, 00
Defense: 7C, 5F, 7A, 7B, 7A, 7C, 7B, 7B
Play: WEAKSIDE OPEN
Slot: Run 2
Formation: 08
Play #: 02, 02, 02, 02, 1D, 1D, 1D, 1D
Defense: 7F, 5F, 7E, 7F, 7D, 7D, 7E, 7E
Play: T OFFTACKLE R
Slot: Run 2
Formation: 04
Play #: 03, 03, 03, 03, 1E, 1E, 1E, 1E
Defense: 82, 5F, 81, 82, 80, 80, 81, 81
Play: T SWEEP STRONG
Slot: Run 2
Formation: 04

Play #: 1F, 1F, 1F, 1F, 1F, 1F, 1F, 1F
Defense: 52, 53, 51, 52, 50, 51, 50, 51
Play: SHOTGUN DRAW
Slot: Run 3
Formation: 0F
Play #: 04, 04, 04, 04, 04, 04, 20, 20
Defense: 84, 85, 5B, 85, 84, 84, 83, 83
Play: R AND S SWEEP R
Slot: Run 3
Formation: 0C
Play #: 05, 05, 05, 05, 22, 22, 22, 22
Defense: 88, 87, 5F, 88, 87, 87, 86, 86
Play: T CROSS RUN L
Slot: Run 3
Formation: 04
Play #: 07, 07, 07, 07, 21, 06, 06, 21
Defense: 8A, 8B, 5B, 8B, 89, 8A, 89, 8A
Play: SLOT OFFTACKLE
Slot: Run 3
Formation: 05
Play #: 08, 08, 08, 08, 24, 24, 24, 24
Defense: 8D, 8E, 8F, 8E, 8D, 8D, 8C, 8C
Play: CROSS OFFTACKLE
Slot: Run 3
Formation: 04
Play #: 09, 09, 09, 09, 26, 26, 26, 26
Defense: 90, 91, 8F, 92, 91, 92, 90, 91
Play: PITCH L OPEN
Slot: Run 3
Formation: 15
Play #: 0B, 0B, 0B, 0B, 27, 0A, 27, 0A
Defense: 95, 94, 8F, 95, 93, 94, 93, 94
Play: WR REVERSE R
Slot: Run 3
Formation: 06
Play #: 0C, 0C, 0C, 0C, 23, 23, 23, 23
Defense: 97, 96, 99, 98, 97, 98, 97, 96
Play: WR REVERSE L
Slot: Run 3
Formation: 09
Play #: 0D, 0D, 0D, 0D, 25, 25, 25, 25
Defense: 9B, 9A, 8F, 9C, 9B, 9C, 9A, 9B
Play: R AND S QB RUN
Slot: Run 4
Formation: 0C
Play #: 0E, 0E, 0E, 0E, 2A, 2A, 2A, 2A
Defense: 9E, 9F, 9F, 8F, 9E, 9E, 9D, 9D
Play: SHOTGUN SWEEP L
Slot: Run 4
Formation: 10
Play #: 2D, 0F, 0F, 0F, 2D, 2D, 2D, 2D
Defense: A1, A2, A2, 8F, A1, A1, A0, A0
Play: R AND S QBSNEAK
Slot: Run 4
Formation: 0C
Play #: 2E, 57, 57, 57, 2E, 2E, 2E, 2E
Defense: A4, A5, A5, 8F, A4, A4, A3, A3
Play: ONESETBACK DIVE
Slot: Run 4
Formation: 09

Play #: 29, 29, 29, 29, 29, 29, 29, 29
Defense: A7, A8, A8, 5F, A7, A7, A7, A6
Play: PRO T DIVE
Slot: Run 4
Formation: 04
Play #: 28, 28, 28, 28, 28, 28, 28, 28
Defense: A9, AA, AB, 5F, AB, AA, AA, A9
Play: FB POWER DIVE
Slot: Run 4
Formation: 0B
Play #: 2B, 2B, 2B, 2B, 2B, 2B, 2B, 2B
Defense: AD, AE, AE, 5F, AD, AD, AC, AC
Play: SHOTGUN C DRAW
Slot: Run 4
Formation: 11
Play #: 58, 58, 58, 58, 58, 58, 2C, 2C
Defense: B0, B1, B1, 5B, B0, B0, AF, AF
Play: REVERSE PITCH R
Slot: Run 4
Formation: 04
Play #: 59, 59, 2F, 59, 2F, 59, 2F, 2F
Defense: B3, B4, B2, 99, B2, B4, B3, B3
Play: PRO T WAGGLE L
Slot: Pass 1
Formation: 04
Play #: 30, 30, 30, 30, 30, 30, 30, 30
Defense: B5, B5, B6, B6, 5F, B7, B7, B7
Play: R AND S FLARE C
Slot: Pass 1
Formation: 0C
Play #: 31, 31, 31, 31, 31, 31, 31, 31
Defense: B8, B8, B9, B9, BB, BA, BA, BA
Play: PRO T WAGGLE R
Slot: Pass 1
Formation: 04
Play #: 32, 32, 32, 32, 32, 32, 32, 32
Defense: BD, BD, BC, BC, 5F, BE, BE, BE
Play: ROLL OUT R
Slot: Pass 1
Formation: 09
Play #: 33, 33, 33, 33, 33, 33, 33, 33
Defense: BF, BF, C0, C0, 5F, C1, C1, C1
Play: ROLL OUT L
Slot: Pass 1
Formation: 08
Play #: 34, 34, 34, 34, 34, 34, 34, 34
Defense: C2, C2, C3, C3, 5F, C4, C4, C4
Play: T PLAY ACTION D
Slot: Pass 1
Formation: 04
Play #: 35, 35, 35, 35, 35, 35, 35, 35
Defense: C5, C6, C6, C5, BB, C7, C7, C7
Play: PRO T SCREEN L
Slot: Pass 1
Formation: 04
Play #: 36, 36, 36, 36, 5A, 36, 36, 36
Defense: C8, C8, C9, C9, BB, CA, CA, CA
Play: PLAY ACTION
Slot: Pass 1
Formation: 0B

Play #: 37, 37, 37, 37, 37, 37, 37, 37
Defense: CB, CC, CC, CB, BB, CD, CD, CD
Play: PWR FAKE Z POST
Slot: Pass 2
Formation: 06
Play #: 38, 38, 38, 38, 38, 38, 38, 38
Defense: CF, CF, CE, CE, D0, BB, D0, D0
Play: WTE F;FLICKER
Slot: Pass 2
Formation: 07
Play #: 39, 39, 39, 39, 39, 39, 39, 39
Defense: D1, D1, D2, D2, D3, 5F, D3, D3
Play: SHOTGUN X CURL
Slot: Pass 2
Formation: 0F
Play #: 3A, 3A, 3A, 3A, 3A, 5B, 3A, 3A
Defense: D4, D4, D5, D5, D6, DA, D6, D6
Play: R AND S Z FLY
Slot: Pass 2
Formation: 0C
Play #: 3B, 3B, 3B, 3B, 3B, 3B, 3B, 3B
Defense: D7, D7, D8, D8, D9, DA, D9, D9
Play: PRO T FLARE D
Slot: Pass 2
Formation: 04
Play #: 3C, 3C, 3C, 3C, 3C, 3C, 3C, 3C
Defense: DB, DB, DC, DC, DD, DA, DD, DD
Play: OFFSET FLARE E
Slot: Pass 2
Formation: 0B
Play #: 3D, 3D, 3D, 3D, 3D, 3D, 3D, 3D
Defense: DE, DE, DF, DF, E0, DA, E0, E0
Play: ONEBACK Z CROSS
Slot: Pass 2
Formation: 0A
Play #: 3E, 3E, 3E, 3E, 3E, 3E, 3E, 3E
Defense: E1, E1, E2, E2, E3, DA, E3, E3
Play: ONEBACK FLARE A
Slot: Pass 2
Formation: 06
Play #: 3F, 3F, 3F, 3F, 3F, 3F, 3F, 3F
Defense: E4, E4, E5, E5, E6, DA, E6, E6
Play: T FLEA FLICKER
Slot: Pass 3
Formation: 04
Play #: 40, 40, 40, 40, 40, 40, 40, 40
Defense: E7, E8, E7, E8, E9, E9, BB, E9
Play: PWR FAKE X FLY
Slot: Pass 3
Formation: 06
Play #: 41, 41, 41, 41, 41, 41, 41, 41
Defense: EA, EB, EA, EB, EC, EC, DA, EC
Play: SHOTGUN X DRIVE
Slot: Pass 3
Formation: 0E
Play #: 42, 42, 42, 42, 42, 42, 42, 42
Defense: EE, EE, ED, ED, EF, EF, BB, EF
Play: R AND S 3;WING
Slot: Pass 3
Formation: 0D

Play #: 43, 43, 43, 43, 43, 43, 43, 43
Defense: F1, F1, F0, F0, F2, F2, DA, F2
Play: PLAYACTION Z IN
Slot: Pass 3
Formation: 09
Play #: 44, 44, 44, 44, 44, 44, 44, 44
Defense: F4, F4, F3, F3, F5, F5, BB, F5
Play: FLEA FLICKER
Slot: Pass 3
Formation: 08
Play #: 45, 45, 45, 45, 45, 45, 45, 45
Defense: F7, F6, F6, F7, F8, F8, BB, F8
Play: PRO T FLARE C
Slot: Pass 3
Formation: 04
Play #: 46, 46, 46, 46, 46, 46, 46, 46
Defense: FA, FA, F9, F9, FB, FB, DA, FB
Play: SHOTGUN 3;WING
Slot: Pass 3
Formation: 10
Play #: 47, 47, 47, 47, 47, 47, 47, 47
Defense: FD, FD, FC, FC, FE, FE, BB, FE
Play: SHOTGUN XY BOMB
Slot: Pass 4
Formation: 11
Play #: 48, 48, 48, 48, 48, 48, 48, 48
Defense: 14, 14, 13, 13, 15, 15, DA
Play: R AND S Y UP
Slot: Pass 4
Formation: 0C
Play #: 49, 49, 49, 49, 49, 49, 49, 49
Defense: 17, 17, 16, 16, 18, 18, DA
Play: X OUT AND FLY
Slot: Pass 4
Formation: 06
Play #: 4A, 4A, 4A, 4A, 4A, 4A, 4A, 4A
Defense: 1A, 1A, 19, 19, 1B, 1B, 1B, BB
Play: REV;FAKE Z POST
Slot: Pass 4
Formation: 06
Play #: 4B, 4B, 4B, 4B, 4B, 4B, 4B, 4B
Defense: 1D, 1D, 1C, 1C, 1E, 1E, DA
Play: SLOT L Z DRIVE
Slot: Pass 4
Formation: 05
Play #: 4C, 4C, 4C, 4C, 4C, 4C, 4C, 4C
Defense: 20, 20, 1F, 1F, 21, 21, 21, 22
Play: NO BACK X DEEP
Slot: Pass 4
Formation: 13
Play #: 4D, 4D, 4D, 4D, 4D, 4D, 4D, 4D
Defense: 24, 24, 23, 23, 25, 25, 25, 22
Play: SHOTGUN Z S;IN
Slot: Pass 4
Formation: 0E
Play #: 4E, 4E, 4E, 4E, 4E, 4E, 4E, 4E
Defense: 27, 27, 26, 26, 28, 28, 28, 22
Play: REDGUN Z SLANT
Slot: Pass 4
Formation: 12

Play #: 4F, 4F, 4F, 4F, 4F, 4F, 4F, 4F
Defense: 2A, 2A, 29, 29, 2B, 2B, 2B, 22

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



buck

DARRELL GREEN

Posted February 6, 2010

Report post 

fatcheerleader said:

Can someone on here give a quick explanation of this post from bruddog? I know its silly to say "quick" but its beyond me! Cliff notes?!

Play: T FAKE SWEEP R

Slot: Run 1

Formation: 04

Play #: 10, 10, 50, 10, 10, 50, 10, 10

Defense: 5B, 5A, 5A, 58, 58, 59, 59, 59

Play = original play name

slot = up+A run play (for run 1 slot, in this example)

Play # = the play the offense runs, depending on what the play the defense picks (UP,LEFT,RIGHT,DOWN+A or UP,LEFT,RIGHT,DOWN+😬)

Defense: the play the defense runs, depending on what the offense picks (UP,LEFT,RIGHT,DOWN+A or UP,LEFT,RIGHT,DOWN+😬)


each # you see is a variation of the "play" T FAKE SWEEP R

the 5B you see (Defense) is the blitz - when the defense picks UP+A and the offense picks UP+A. For every other combination, those other numbers are used.

this is the kind of code that's "behind the scenes". So for ONE PLAY - there are 8 possibilities. In the example above, there are only 2 variations of the actual play, 10 and 50...fyi, you could make 8 totally different plays for this one "play" instead of a variation - and which one gets used depends on what the defense picks.

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

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xplozv

Starter



Posted February 6, 2010

Report post 

My defense guide is now uploaded. Feel free to ask any questions.

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Members

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246 posts



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NES Play Design Info

By jstout, January 18, 2009 in Hacking Documentation

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TecmoRevolution2

004

Promising Rookie



Members



36 posts

Location: Fayetteville, NC

Posted September 14, 2010

[Report post](#)

Ok guys. I am taking a dive at this. I understand most of what you guys are talking about, however, for the first play in the playbook 04 for the formation. How does the computer pick which play # to use when you press UP and A. There are 8 different ones to use. The defense the same way, can someone break this down for me, I am wanting to learn how to do this but right now its complexing my brain too much, and I am wanting to make my own plays into my roms. Thank you for helping.

[+ Quote](#)

TecmoRevolution2

004

Promising Rookie



Members



36 posts

Location: Fayetteville, NC

Posted September 14, 2010

[Report post](#)**buck said:**

Play: T FAKE SWEEP R

Slot: Run 1

Formation: 04

Play #: 10, 10, 50, 10, 10, 50, 10, 10

Defense: 5B, 5A, 5A, 58, 58, 59, 59, 59

Play = original play name

slot = up+A run play (for run 1 slot, in this example)

Play # = the play the offense runs, depending on what the play the defense picks

(UP,LEFT,RIGHT,DOWN+A or UP,LEFT,RIGHT,DOWN+😊)

Defense: the play the defense runs, depending on what the offense picks
(UP,LEFT,RIGHT,DOWN+A or UP,LEFT,RIGHT,DOWN+😊)

Ok. I guess I should have read this last post before replying. This is where I am confused.
Defense: the play the defense runs, depending on what the offense picks if the offense picked up and B wouldn't the Defense be ran on the bytes that are for that play? If I am wrong someone please help me out, or break it down for me. Thank you again.

+ Quote



jstout

Tecmo Super Champion



Members

+ 92

537 posts

Posted September 14, 2010

Report post

I think you are overthinking this by a lot.

The offense has 8 plays (4 slots for run and 4 slots for pass). Each play has an offensive byte for each slot and a defensive byte for each slot.

Play: T FAKE SWEEP R

Slot: Run 1

Formation: 04

Play #: 10, 10, 50, 10, 10, 50, 10, 10 <- Slot 1 to 8

Defense: 5B, 5A, 5A, 58, 58, 59, 59, 59 <- Slot 1 to 8

Using the example play, the offense chooses T FAKE SWEEP R and the defense chooses Pass 2 (Slot #6). The offensive play loaded is Slot 6: #50 and the defensive play loaded is Slot 6: #59.

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TecmoRevolution2
004

Promising Rookie



Members

0

36 posts

Location: Fayetteville, NC

Posted September 14, 2010

Report post

JSTOUT. Thank you. I am understanding this concept now. Thank you again.

+ Quote



Tecmonster

rom producer



Posted August 7, 2013 (edited)

Report post

OK, I've been reading this thread because I want to improve the defensive reaction to the Run & Sweep R play:



Members

+ 211

634 posts

Location: Reno, NV

Play: R AND S SWEEP R

Slot: Run 3

Formation: 0C

Play #: 05, 05, 05, 05, 22, 22, 22, 22

Defense: 88, 87, 5F, 88, 87, 87, 86, 86

I'm working on a hypothesis that simply increasing the second digit of each byte in the defensive reaction will accomplish this (since the lower #'s are for pass play selections). According to my hex calculator, I can find the command codes for defensive reaction 88 at x6BC0, and the command codes for defensive reaction 89 (my hypothetical "better defense") at x6B06.

The 22 bytes for 88 are: 46 A5 0A A6 17 A6 48 BD 5D A8 67 A8 2F A6 69 B0 71 A8 53 A8 7E A8

The 22 bytes for 89 are: 10 A1 43 A2 BC A5 A1 A5 4B A4 B9 A5 E1 A2 93 AB BE BD 8A A3 9B A3

I've read jstout's command interpretations, but I still don't know what these bytes mean.

Can anyone explain, or is there a "Defensive Reaction" index that summarizes what each byte means? I've tested the R&S Sweep R vs. 89 reaction defense and the defense does seem to play a little better but it's not easy to confirm without some info about these codes.

Thanks.

Edited August 7, 2013 by Tecmonster



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 7, 2013 (edited)

Report post



On 8/7/2013 at 7:38 AM, Tecmonster said:



OK, I've been reading this thread because I want to improve the defensive reaction to the Run & Sweep R play:

Play: R AND S SWEEP R

Slot: Run 3

Formation: 0C

Play #: 05, 05, 05, 05, 22, 22, 22, 22

Defense: 88, 87, 5F, 88, 87, 87, 86, 86

I'm working on a hypothesis that simply increasing the second digit of each byte in the defensive reaction will accomplish this (since the lower #'s are for pass play selections). According to my hex calculator, I can find the command codes for defensive reaction 88 at x6BC0, and the command codes for defensive reaction 89 (my hypothetical "better defense") at x6B06.

The 22 bytes for 88 are: 46 A5 0A A6 17 A6 48 BD 5D A8 67 A8 2F A6 69 B0 71 A8 53 A8 7E A8
The 22 bytes for 89 are: 10 A1 43 A2 BC A5 A1 A5 4B A4 B9 A5 E1 A2 93 AB BE BD 8A A3 9B A3

I've read jstout's command interpretations, but I still don't know what these bytes mean.

Can anyone explain, or is there a "Defensive Reaction" index that summarizes what each byte means? I've tested the R&S Sweep R vs. 89 reaction defense and the defense does seem to play a little better but it's not easy to confirm without some info about these codes.

Thanks.

totally off,dog. I mean, totally off.

1. each "reaction" is basically a unique "defensive play". the "reaction" numbers are nothing more than numbers that point to a set of 11 commands.

2. these "11 commands" (or "22 bytes" as you say) are POINTERS that point to each defenders CODE. starting at RE and ending at SS. 2 bytes each = 22 bytes.

3. the only reason that the numbers "increase" as you say is because they are pointing to a location beyond (after the locations of the previous defensive play, USUALLY, but not always) in the rom.

Edited August 7, 2013 by buck

+ 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](#)

Tecmonster

rom producer



Members

+ 211

Posted August 7, 2013 (edited)

Report post

On 8/7/2013 at 8:39 AM, buck said:

totally off,dog. I mean, totally off.

1. each "reaction" is basically a unique "defensive play". the "reaction" numbers are nothing more than numbers that point to a set of 11 commands.

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3. the only reason that the numbers "increase" as you say is because they are pointing to a location beyond (after the locations of the previous defensive play, USUALLY, but not always) in the rom.

So how am I off? I understand that those bytes point to code. I'm just asking what that means. In other words, has anyone built a glossary of sorts that summarizes what an "88" defense does?

I also obviously understand that 89 is found beyond 88, because I found it and displayed the info. Logic would suggest -- merely *suggest*, granted -- that if 88 is more effective than 87, then 89 might be more effective than 88. I mean, that's assuming that if you pick a run play on offense and the defense picks a different run play, that the defense will play better vs. that run than if it had picked any pass play. That's the assumption I've always played under - your defensive drones play better vs. the run if you picked a run, and better vs. the pass if you picked a pass.

For example, I see that on an 88 defensive reaction, the RE will perform a "46" on an "A5" route. On an 89 defensive reaction though, he'll perform a "10" on an "A1" route. Has anyone decoded what a defensive player actually does with a 46 A5 command?

Edited August 7, 2013 by Tecmonster

+ Quote



buck

DARRELL GREEN



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 7, 2013 (edited)

Report post

On 8/7/2013 at 10:25 AM, Tecmonster said:

So how am I off? I understand that those bytes point to code. I'm just asking what that means. In other words, has anyone built a glossary of sorts that summarizes what an "88" defense does?

I also obviously understand that 89 is found beyond 88, because I found it and displayed the info. Logic would suggest -- merely *suggest*, granted -- that if 88 is more effective than 87, then 89 might be more effective than 88. I mean, that's assuming that if you pick a run play on offense and the defense picks a different run play, that the defense will play better vs. that run than if it had picked any pass play. That's the assumption I've always played under -- your defensive drones play better vs. the run if you picked a run, and better vs. the pass if you picked a pass.

For example, I see that on an 88 defensive reaction, the RE will perform a "46" on an "A5" route. On an 89 defensive reaction though, he'll perform a "10" on an "A1" route. Has anyone decoded what a defensive player actually does with a 46 A5 command?

yes, "88 defense" points to the particular set of 11 PLAYER POINTERS that make up that particular defensive reaction.

defense is coded just like offense, with the exception that there are no defensive formation, each players "reaction" code must be preceded by code to locate the player on the field, for every play.

one way you are OFF is because you are thinking of QUOTE ""46" on "A5" route". that is totally OFF. 46A5 is a POINTER to a chunk of code. the RE happens to use that in this case.

and yes, people (like me, for instance) have decoded what the code does and have even made totally different/new reaction code (including different defensive formations, etc)!

in summary,

your hypothesis that 89 is "better" than 88 is purely COINCIDENTAL.

ps-

it's very hard to "teach" this stuff! you have to dig in and try things out!!!

one more thing - I know that I've read where someone pointed you to BAD AL's TSB PLAYMAKER - please download and use it. even if it's not a very good/complete "playmaker" - it's a very useful LEARNING TOOL. I learned most of what I know from examining it.

Edited August 7, 2013 by buck

 Quote

 2



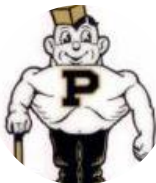
Knobbe and bruddog reacted to this

"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](#)

Tecmonster

rom producer



Members

 211

634 posts

Location: Reno, NV

Posted August 7, 2013

Report post 

I do have and use TSB PlayMaker on a daily basis now. It's how I changed the defensive reactions to 89 and tested.

I completely and totally understand that 46 is a pointer to a chunk of code, but am I wrong in assuming that a "46" command means the same thing regardless of the player? If it means the same for every player, then I think it's within the realm of possibility that someone out there has a plain English decipher for these codes. Like, 46=engage nearest OL; boost HP by two notches (because 46 points to code that tells him to do that) . . . you know, something like that.

I think that you think I want to change the code pointed at by 46, for instance, but I don't. I'm just interested in knowing, in plain English, what it *ultimately* means for the player so that I can determine if 89 really IS a better defensive reaction against R&S Sweep R than 88.

I think you answered my question though, that there is no such reference guide. True?

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted August 7, 2013

Report post

On 8/7/2013 at 11:47 AM, Tecmonster said:

I think that you think I want to change the code pointed at by 46, for instance, but I don't. I'm just interested in knowing, in plain English, what it *ultimately* means for the player so that I can determine if 89 really IS a better defensive reaction against R&S Sweep R than 88.

MGK might have this documented somewhere as I know this was a pet project of his in the past.

+ Quote



Elsewhere

- [@Tecmogodfather](#)
- [TecmoSuperBowl Facebook](#)
- [Join us on Discord](#)
- [Tecmobowl Twitch](#)
- [Youtube](#)

"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

bruddog

Down with button mashing



Posted August 7, 2013

Report post

Tecmonster have you read xplosv's defensive creation guide. It's very good if you haven't. There isnt a plain english guide for each defensive byte. One problem is that because there are random actions built into some of the player actions in most defenses you cant describe it in a simple word.



Moderators

+ 3,074

11,466 posts

Location: Ca

I can post the jstout de-composition of each defensive byte into its play command pointers and the commands but the move statements along with other things might confuse you more because they are in hex and not yards or direction.
My biggest warning with using tecmo playmaker is there is no error checking if you use two routes with the same route priority. Also the random percentages are wrong if there is more than 1 percentage listed.

+ Quote



bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 7, 2013

Report post

Also 46 is not a command 46A5 is a pointer to location A556 in the rom. At A556 you will see the command string sequence for the RE for that defensive byte.
In these command sequences THEN the bytes mean the same thing provided you decode their order properly.

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

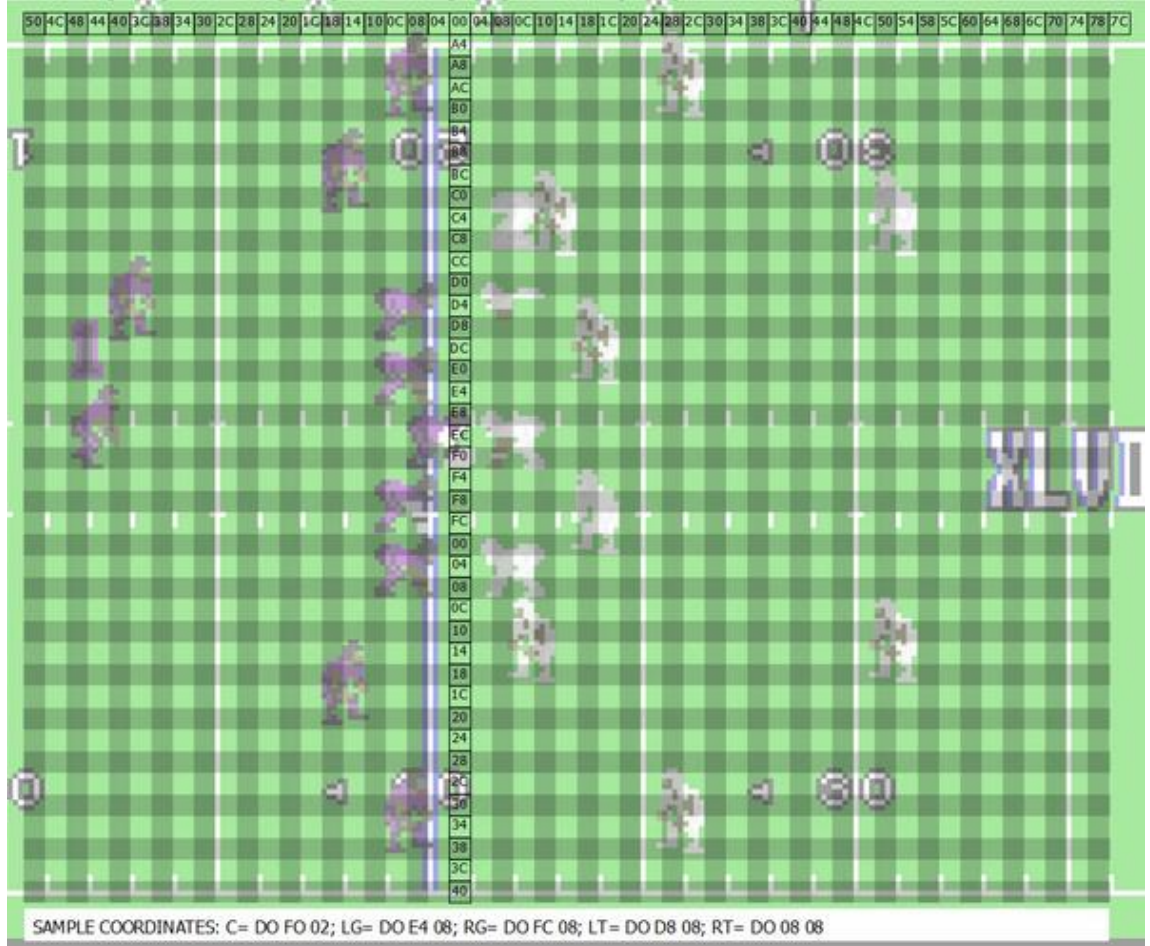
Location: Reno, NV

Posted August 7, 2013

Report post

OK, don't worry about sending the jstout decomposition because I think I can read the same thing in the Defense tab of Playmaker, and I really can't make heads or tails of that at this point in my TSB.org career. Thanks for offering though.

I have read xplosv's defense creation guide and, in fact, that's what inspired me to create the X,Y coordinates graphic I posted a while back (posted again in case anyone is interested).



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 7, 2013 (edited)

Report post

On 8/7/2013 at 1:56 PM, Tecmonster said:

I have read xplovz's defense creation guide and, in fact, that's what inspired me to create the X,Y coordinates graphic I posted a while back (posted again in case anyone is interested).

in this case, you have all the tools to decipher the code. and all the tools (and more) that I had when I figured this stuff out.

like I said before, the "46A5" is a pointer to code.

Using that pointer, you can go find that code in the rom.

Use xplovz's defensive guide (along with jstouts nes play design info) and you can tell EXACTLY what each string of code will do. The rest is up to you to determine what is "better" for any given situation.

I think I just wrote pretty much the same thing that I did before...good luck with the READING COMPREHENSION.

Edited August 7, 2013 by buck



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](#)

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 7, 2013

Report post

Well, maybe we should both take a reading comprehension course because I've already stated that I know that 46A5 points to more code. You obviously don't understand my narrative.

I did use the wrong semantics when I referred to it as a "command" in an earlier post. Using the transitive property though, if 46 = a bunch of code elsewhere = command for a player's actions, then 46 does determine a player's actions. Like I said, I'm not interested in changing that "bunch of code elsewhere," so I'm not interested in changing the command sequence. The goal was to find a summarized, plain English account of that entire command sequence or, in other words, what 46 means.

According to bruddog, that goal is a little too simplistic since randomness changes a player's actions anyway.



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted August 7, 2013 (edited)

Report post

Four-Six or "46" or Fourty-Six doesn't particularly mean anything!!! It's a pointer to a location, and at that location is a string of instructions. It is like telling someone "go to 1046 N. Main street and see what you find". If code for a guy to lineup at RE spot happens to live there, then that's what you're going to get when you go to 1046 N Main.

Again, because the defense player code has to begin with PLAYER LOCATION CODE (unlike offense), you can't just swap RE "pointer" with ROLB, for example, because the ROLB would line up in the RE spot. Furthermore, a lot of defender movements are RELATIVE to their position on the field at lineup, so it's also unpractical to just swap the "post-lineup" code.

you CAN (and PlayMaker program does this) swap RE "pointer" for another RE pointer,etc.

Not trying to be a dick, but based on your replies, it appears that you're not reading.

Edited August 7, 2013 by buck

+ 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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted August 7, 2013

Report post

I'm going to repeat this because I'm not 100% sure you understand this: 46A5 **IS NOT** "do 46 on an A5 route". That is a pointer to the **ENTIRE SET OF PLAYER COMMANDS** which you can see in the play maker if you click on the defense tab with currently editing reaction #88 and then hover over the RE box you get this sequence broken down into half English.

RE A546:SetPosFromHike(D8 08); 3pt; D8-MoveAbsolute(D8 20); JumpTo AAAD:FC(FF E0); DA-PassRush; LoopBack FC//

So you can see this command sequence tells the player where to line up. Then pPuts him in a 3pt stance. Gives him one movement after the snap. Then tells him to go after the ball carrier with the DA pass rush byte (more aggressive) until he dies.

So you could say that 46A5 is a pointer to a generic pass rush sequence for a player that lines up at the Right End position.

The defenses beg for a visual representation which I started to work on at one point but got stuck on how to display things like a CB who may have 4 different possibilities. For example the CB may do one of the following depending on the "random dice rolls" for that play.

1. Run forward and pause.
2. Run backward until endzone
3. Man to man cover WR1
4. MAn to man RB1

+ Quote



Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted August 7, 2013

Report post

Yeah, I understand that now and within your narrative you gave a hint of the type of thing I've been looking for when you said that the DA pass rush byte is a "more aggressive" byte, and that the player command set pointed to by 46A5 is a "generic pass rush" sequence. That's cool, and I don't know where it's written (pretty sure it's not in xplosv's guide) that the DA type of pass rush, for example, is a more aggressive style. Even though the defense commands in PlayMaker are in half English, they're still difficult to understand. I was hoping for a full plain English guide, but I realize now that it's never been done and might never be.

+ Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Posted August 7, 2013 (edited)

Report post

✓ On 8/7/2013 at 7:42 PM, Tecmonster said:

Yeah, I understand that now and within your narrative you gave a hint of the type of thing I've been looking for when you said that the DA pass rush byte is a "more aggressive" byte, and that the player command set pointed to by 46A5 is a "generic pass rush" sequence. That's cool, and I don't know where it's written (pretty sure it's not in xplosv's guide) that the DA type of pass rush, for example, is a more aggressive style. Even though the defense commands in PlayMaker are in half English, they're still difficult to understand. I was hoping for a full plain English guide, but I realize now that it's never been done and might never be.

see "post snap" instructions...

Field Placement, Pre-snap Movement, & Post-snap Instructions

by Xplozv (based on Jstout's great guide "NES Play Design Info")

Jstout's guide can be found here: <http://knobbe.org/forum/viewtopic.php?f=22&t=11941>

Formats:

No Pre-snap movement --- Placement, Y coordinate, X coordinate, Stance

With Pre-snap movement --- Placement, Y coordinate, X coordinate, Shift, Time, Move, Y coordinate, X coordinate, Stance

(only one exception that we will get to later)

Placement

D0 Command (Absolute)

This command can place you anywhere on the field. You only use it once per player and only to start the instructions. There is only one CON with this command. If you are not careful your player will line up out of bounds depending upon which hashmark the ball is placed on. This is where the D1 command comes in.

D1 Command (Relative)

This command is only used in the original for WRs & CBs. That is because they line up close to the sideline all the time. The D1 command keeps them in bounds regardless of where the ball is placed. It is relative to the middle of the field instead of the ball like D0 is. If you use D1 for more than CBs, most of your defense will not line up with the offense if the offense is on the opposite hash, making your new creation useless.

**** Next, we will talk about coordinates. Remember 1yd is x08(hex), 1/2yd is x04(hex), 1/4yd is x02(hex) and so forth. ****

Y Coordinates

Imagine a vertical line from sideline to sideline. The ball is considered the center, or midpoint, of that line. The ball's "Y" is always "F0", which is where the Center & QB is always going to line up. If you're planning to match up your DL to the OL, Here are the Y coordinates of the OL on the original TSB1(nes, snes, & genesis) :

LT= "D8" LG="E4" C="F0" RG="FC" RT="08"

They line up exactly 1 1/2yds away from each other. Here's how we know that:

Add in hex: D8 + 08 = E0 + 04 = E4;

Add in hex: E4 + 08 = EC + 04 = F0;

Add in hex: F0 + 08 = F8 + 04 = FC;

Add in hex: FC + 08 = 04 + 04 = 08;

***** D0 & D1 differ in Y coordinates!!!!!! *****

D0 command is as follows:

Top of the screen sideline is about "B8", Bottom of the screen sideline is about "38", with the ball always being the middle at "F0". Remember what I mention about the D0 command earlier.

When the ball is on top hash, B8 will line your player up out of bounds, and when the ball is on the bottom hash, 38 will line up your player out of bounds. I usually go no further up than about "C0 to C8" which will put your player covering the slot area just inside the CB at the top. To give you an even better idea of how high that is on the field, the FS has a default Y coordinate of C8.

D1 command is as follows:

Top of screen sideline is about "40", Bottom of screen sideline is about "C8". The only Y coordinate for the D1 command that you really need to use are "36" which is for the CB at the top of the screen(RCB) and "C0" which is for the CB at the bottom of the screen(LCB) these are their default values.

X Coordinates

***** You have to really pay attention to these when we get to movements & shifts(pre-snap & post-snap). *****

Imagine a horizontal line from endzone to endzone. The ball is the center of this line, however, the ball is now "00" instead of "F0". "00" is the neutral zone for all players not to cross. By default all players are lined up 1yd off of the ball (08), with the center being the only exception, he's 3/4yd off of the ball (06). By default, the farthest players are the safeties at 10yds (50). X coordinates use what I like to call "Scale 1" and "Scale 2" measurements. Here are the scales in 1yd increments away from the ball (15yds in length).

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Scale 1:	08	10	18	20	28	30	38	40	48	50	58	60	68	70	78

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Scale 2:	F8	F0	E8	E0	D8	D0	C8	C0	B8	B0	A8	A0	98	90	88

***** Scale 1 only affects the placements commands D0, D1, and the move command D7 *****

***** Scale 2 affects the move commands D7, D8, & D9 *****

Stance

The stance is always the ending of field placement. Either you're down, which is "EA" or you're standing, which is "EC". Simple as that.

How to Apply? Practice!!!

Let's have fun with a couple of default instructions and see what we can come up with.

Reading Field Placement Instructions

Default for FS is "D0 C8 50 EC". This means place(D0) 5yds above ball(C8) 10yds off the ball(50) standing(EC)

Default for LC is "D1 C0 28 EC". This means place(D1) at bottom sideline(C0) 5yds off the ball(28) standing(EC)

Default for NT is "D0 F0 08 EA". This means place(D0) even with ball(F0) 1yd off the ball(08) down(EA)

Easy, huh? That is basic field placement without pre-snap movement. My advice and what has been a huge help to me is to find defensive playbook you like and/or draw your defensive formation on paper and then mark off the yards of where you want the players to line up.

Pre-snap Movement (*EB, ED, 80-8A are the shift commands*)

The Shift commands must come after the X coordinate and before the stance. The Shift commands are always followed by Time in secs(in hex), x14 is 1 second. This tells the player when exactly to begin shifting. The timing of the shift is very important because it is the difference in the defense looking professional or like a fire broke out. The is snapped by COM & COA in about 6-8 secs just to give you an idea.

80 - 8A Command (only exception to the pre-snap format above)

On offense, this is the Motion command. On defense is the is Follow command. The defender will follow the offensive player that you choose, everywhere that he goes. If that offensive player does not move, the defender will go line up even with him (just Y coordinate; X coordinate is not affected--- if 5yds back, will stay 5yds back). Time then Stance immediately follows this command. "8" is followed by the player chosen. Here are the players:

QB=0, HB=1, FB=2, WR1=3, WR2=4, TE=5, C=6, LG=7, RG=8, LT=9, RT=A

For example, our FS, "D0 C8 50 **83 28** EC" means place(D0) 5yds above ball(C8) 10yds off of the ball(50) **follow WR1(83) in 2 secs(28)** standing(EC).

**** With this shift command, the player will start in the down position and finish in the down position regardless of what stance you choose. ****

EB & ED Commands

These shift commands are also followed by time and stance but differently. Unlike the 80-8A command, YOU must tell the player exactly where to go. We do that with the move commands D7, D8, & D9. You must do this after time and before the stance. Here is a couple of examples of the EB & ED commands with the FS again:

"D0 C8 50 EB 3C" & "D0 C8 50 ED 3C" both mean the same thing: place(D0) 5yds above ball(C8) 10yds off the ball(50) shift(EB, ED) in secs(3C)

So, what's the difference? With "EB", player starts in down position and finishes in whichever stance you choose. With "ED", player starts in standing position and finishes in whichever stance you choose. Use "ED" for LBs and DBs and use "EB" for the DL to give the best look.

D8 Command (Absolute ---Exact spot on field)

D8 move command along with the D7 command is what you're probably going to use most often. D8 command uses D0's Y coordinates and Scale 2 X coordinates. Let's use our same FS as an example:

"D0 C8 50 ED 3C D8 C8 D8 EC" now means place(D0) 5yds above ball(C8) 10yds off of the ball(50) shift from standing(ED) in 3 secs(3C) move to exactly(D8) 5yds above ball(C8) 5yds off the ball(D8) standing(EC)

Our first pre-snap movement!!! We moved our FS 5yds closer to the Line of Scrimmage, while keeping him 5yds above the ball. Now let's move him again:

"D0 C8 50 ED 3C D8 F0 D8 EC" now means place(D0) 5yds above ball(C8) 10yds off of the ball(50) shift from standing(ED) in 3 secs(3C) move to exactly(D8) even with the ball(C8) 5yds off the ball(D8) standing(EC)

Now we moved our FS even with the ball and 5yds closer to the Line of Scrimmage from his default position.

D9 Command (Relative to middle of field)

D9 uses D1's Y coordinates and Scale 2 X coordinates. Use of the D9 command will be a rarity as the D7 & D8 command can pretty much make it obsolete. I personally don't use it at all. Mainly use it for CBs. Here is our LCB as an example:

"D1 C0 28 ED 3C D9 C0 F8 EC" means place(D1) at bottom sideline(C0) 5yds off of the ball(28) shift from standing(ED) in 3 secs(3C) move relative(D9) to bottom sideline(C0) 1yd off of the ball "press coverage"(F8) standing(EC)

D7 Command (Relative to player's position)

D7 move command offers the most options. D7 is relative to your player's position. Where your player is already located is "00" for both Y & X coordinates. D7 also uses Scales 1 & 2 as both Y & X coordinates.

**** When you want to move your player down or forward, use Scale 1. When you want to move your player up or back off the ball, use Scale 2. ****

**** If you are only going to adjust the Y coordinate, the X coordinate will be "00". If you are only going to adjust the X coordinate, the Y coordinate will be "00". ****

Here is a few of the many possibilities:

Remember our FS that we lined up even with the ball and 5yds back? "D0 C8 50 ED 3C D8 F0 D8 EC" Now we can do that same thing with the D7 command.

Here goes: "D0 C8 50 ED 3C D7 28 28 EC" place(D0) 5yds above ball(C8) 10yds off the ball(50) shift from standing(ED) in 3 secs(3C) move from current position(D7) move down 5yds(28) move forward 5yds(28) standing(EC)

Now let's keep him 5yds above the ball and move him back 5yds so that he will be 15yds off of the ball.

Here goes: "D0 C8 50 ED 3C D7 00 D8 EC" place(D0) 5yds above ball(C8) 10yds off the ball(50) shift from standing(ED) in 3 secs(3C) move from current position(D7) don't adjust Y coordinate(00) move back 5yds(D8) standing(EC)

Finally let's move him down even with the ball and keep him 10yds back.

Here goes: "D0 C8 50 ED 3C D7 28 00 EC" place(D0) 5yds above ball(C8) 10yds off the ball(50) shift from standing(ED) in 3 secs(3C) move from current position(D7) move down 5yds(28) don't adjust X coordinate(00) standing(EC)

Folks, that is Field Placement & Pre-snap Movement in a nutshell. On to the Post-snap Instructions.

Post-snap Instructions

Now that you have gotten the hang of the move commands D7, D8, & D9, it's time to use them. Immediately after choosing your stance you must put postsnap instructions because defense doesn't have formation pointers like the offense. So set your player to move where you want them to with the move commands then you can give them roles or assignments. Let's use zone defense as an example. To stop in a zone coverage, the instruction is "FF EC BD".

Here goes, using the RILB, who from his default position(without pre-snap movement) will drop into a 5yd zone in the middle of the field:

"D0 E0 18 EC D8 F0 D8 FF EC BD" place(D0) 2yds above ball(E0) 3yds off the ball(18) standing(EC) move to exactly(D8) even with snap of ball(F0) 5yds off the ball(D8) stop and face QB or ball "zone"(FF EC BD)

&

"D0 E0 18 EC D7 10 F0 FF EC BD" place(D0) 2yds above ball(E0) 3yds off the ball(18) standing(EC) move from current position(D7) move down 2yds(10) move back 2yds(F0) stop and face QB or ball "zone"(FF EC BD)

will both give you that same result.

Now I will give you a list of instructions(nes, snes, & genesis) you can use once you get your players where you want them.

MAN TO MAN

NES

SNES

GENESIS

HB	FF 04 BE	FF 93 FC	FF 00 03 96 9C
FB	FF 08 BE	FF 97 FC	FF 00 03 96 A4
WR1	FF 0C BE	FF 9B FC	FF 00 03 96 AC
WR2	FF 10 BE	FF 9F FC	FF 00 03 96 B4
TE	FF 14 BE	FF A3 FC	FF 00 03 96 BC

OTHER ROLES

NES

SNES

GENESIS

RUSH STRAIGHT 6F EC	FF AD AA	FF 3C E9	FF 00 03
RUSH FOLLOW 70 06	FF BC AA	FF 4B E9	FF 00 03
MIRROR BALL CARRIER 70 10	FF C2 AA	FF 51 E9	FF 00 03
ZONE COVERAGE 96 6C	FF EC BD	FF 7B FC	FF 00 03
DEEP COVERAGE 96 C4	FF 18 BE	FF A7 FC	FF 00 03

***** When it comes to Man to Man codes, please move you defender back 3 to 7 yards back before putting in the Man to Man instructions. Because the player sits still for about 3 tecmo seconds before they move from their presnap position. So if you use right away after the stance,**

*that player will be wide open for a good gain before the defender even makes a move. This is the reason that by default the CBs lined up 5yds off of the ball to compensate for this. ****

Now it is time to place all these instructions somewhere to see your new defensive plays.


The defense instructions start at **xA010(NES), x165E8F w/o header(SNES) x16608F w/header(SNES), x35AA2(GENESIS)**. They all start with special teams. So it is safe to start overwriting the original instructions starting at **xA606(NES), x16602A w/o header(SNES) x1661AC w/header(SNES), x36172(GENESIS)**. I personally suggest you start with the nes version first, then go to the other two. Save the GENESIS for last because putting in its instruction is nothing like the NES or the SNES. I will have section on the GENESIS all its own. I also FF out a section of the original instructions so that I can see my own clearly not to make any mistakes.

When open a hex editor and go to these address given for a particular system, make note of the address you start at for each of those players' instructions. We will need to convert those addresses to pointers so the game knows where to look for instructions. A word to the wise, type in your instructions in this order, **RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS**. This is to make things less confusing because when you go to type in your pointers, they will need to be in that order, otherwise a DL maybe lining up against a WR instead of the CB.

Example, Nes: your first instruction goes in at xA606. Subtract x10(in hex) to get "A5F6", now swap the bytes around to get "F6A5". F6A5 is your pointer for that player's instructions. Make note of your pointers for each of the 11 players on defense for that play.

Example, Snes: your first instruction goes in at x16602A w/o header(nearly all roms on the site will not have headers) Subtract x200(in hex) to get "165E2A", now drop first two digits(1 byte) to get "5E2A", now add x8000(in hex) to get "DE2A", now swap them to get "2ADE". 2ADE is your pointer for that player's instructions. Make note of your pointers for each of the 11 players on defense for that play.

Example, Genesis: your first instruction goes in at x36172. Add three zeros to the beginning to get "00036172". 00036172 is your pointer. The Genesis is by far the easiest when it comes to pointers because it uses absolute addressing. Your address or offset is the pointer. You just convert it to long word by add 3 zeros to the beginning. And that is all that is easy on the Genesis.

Once you have all your pointers, it is time to type them where they go, but first, we must set our rom to have 8 set defenses(it is easier that way). I normally use play#s 04, 05, 06, 07, 08, 09, 0A, & 0B(in order: up a, left a, right a, down a, up b, left b, right b, down ) (remember Genesis top plays are b and bottom plays are a). Plays 00, 01, 02, & 03 are for special teams. So you need to copy and paste the following code(the spaces included) using a hex editor in the following addresses:

1DC10x (NES), x161A5F w/o header(SNES), x161C5F w/header(SNES), x3C8D0(GENESIS)

Set Def Plays

04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09
0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07
08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05
06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B
04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09
0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07
08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05
06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B
04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09
0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07
08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05
06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B
04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09
0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07
08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05
06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B
04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09 0A 0B 04 05 06 07 08 09
0A 0B

Now let's type our pointers for each play. Let's calculate Up + A(play 04) :

*NES= play # * 16(in hex) + 6010 = address where to type in pointers (RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS)*

so: $04 * 16 = 58$. $58 + 6010 = 6068$. "6068" is the address where you type your pointers for play# 04. Repeat for each play.

*SNES(w/o header)= play# * 16(in hex) + 164725 = address where to type in pointers (RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS)*

so: $04 * 16 = 58$. $58 + 164725 = 16477D$. "16477D" is the address where you type your pointers for play# 04. Repeat for each play.

*SNES(w/ header)= play# * 16(in hex) + 164925 = address where to type in pointers (RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS)*

so: $04 * 16 = 58$. $58 + 164925 = 16497D$. "16497D" is the address where you type your pointers for play# 04. Repeat for each play.

*GENESIS= play# * 2C(in hex) + 399FC = address where to type in pointers (RE, NT, LE, ROLB, RILB, LILB, LOLB, RCB, LCB, FS, SS)*

so: 04 * 2C = B0. B0 + 399FC = 39AAC. "39AAC" is the address where you type your pointers for play# 04. Repeat for each play.

Genesis Mini Extra Guide

If you want to edit the Genesis plays, be prepared to be bold. When you make NES defenses or offenses, it is easy to convert them to SNES plays just by changing the appropriate instruction I gave in the list. The placements, shifts, move commands, x & y coordinates will be exactly the same as the NES. The same goes for the Genesis as all 3 systems use the exact same ones except for what I listed. Then, you just have to make your pointers for each system. With that said, here is the difference when it comes to the GENESIS for typing in those instructions. Remember our FS again? I will show you instructions for the SS this time instead, in all 3 systems.

NES: D0 18 50 ED 3C D7 28 28 EC FF 18 BE

SNES: D0 18 50 ED 3C D7 28 28 EC FF A7 FC

GENESIS: 00 D0 00 18 00 50 00 ED 00 3C 00 D7 00 28 00 28 00 EC 00 FF 00 03 96 C4

The Genesis instructions must start with "00". There is also "00" between each byte of instruction you are going to type in. The exceptions to that is the instructions in the list above in the guide, the placement command D0, & move commands D7, D8. The instructions in the list above can just be typed in as is. However, when it comes to D0, D7, & D8 commands, sometimes a "FF" byte is used instead of "00". D1 & D9 commands are not affected by this and will use "00" like everything else that does.

**** Here are those circumstances: If your Y coordinate or X coordinate begins with a letter like "C8", you must use "FF" in front of it instead of "00". If you don't do this, your player will now show up on the field, and the game will play with only the players you typed in correctly. ****

Example using our FS:

"D0 C8 50 ED 3C D7 00 D8 EC FF EC BD"

would be this in Genesis:

"00 D0 **FF C8** 00 50 00 ED 00 3C 00 D7 00 00 **FF D8** 00 EC 00 FF 00 03 96 6C"

Closing

That covers the basics of everything for each system. I will be writing an advanced guide for those who want to dig even deeper into making pro style defenses. I will be covering my

defenses which are usually much more complicated than all I just explained. It will deal with randomizing if a player shifts or not for a given play or how often he does. Giving a defensive player 3 to four different roles on one particular play so the offense will never know what each player is going to do regardless of the formation the opponent sees. Randomize whether a defender will break their pass coverage responsibility to help in run support. I'll even throw in a few offensive things like, shifting a QB from under center into the shotgun. All this and more will be in my next guide. Feel free to PM me if you have any questions.

Much Thanks goes to Jstout for his guide NES Play Design Info

which is here: <http://knobbe.org/forum/viewtopic.php?f=22&t=11941>

I studied that for many many hours doing a lot of testing.

Edited August 7, 2013 by buck

+ 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](#)

quince3800

Starter



Members

+ 15

151 posts

Posted August 8, 2013 (edited)

Report post

Tecmonster,

Try this post: tecmobowl.org/forum/topic/5841-defensive-reactions/page__hl__+defense+byte#entry94149.

Edit:

You need the data files from this link also: <http://tecmobowl.org/topic/8231-tsb-playmaker-beta-nes-playbook-hacking-program/>.

The process to extremely tedious keeping track of everything and going back and forth. Also, there's some errors in the offensive patterns information (at least for the QBs, which I've looked at in a bit of detail).


For offense, if you're already at a location that you're editing, it's the last 4 digits of the location (example: 9fd0) + 1FF0 (= bfc0), then you reverse the bytes to CREATE a pointer (c0bf).

To follow a pointer, it's the inverse of the pointer itself (c0bf becomes bfc0) - 1ff0 (= 9fd0, i.e., where you started).

You're at a list of pointers right now. You're not yet looking at any command code. You'll have to follow the pointers (second example) to get to the code, from where you'll see the location commands first (if defense) and then the actual commands. Notice that most everyone responding to you has a computer background. It takes a couple of months to get part way into the swing of things (just to edit some defensive commands) and even for that you have to read A LOT. It's *extremely* confusing at first. Good luck.

Also, you can keep a hex editor open at the same time that you have the *playbook maker* program open, but the changes made on the *playbook maker* will overwrite (i.e. erase) anything you've done using the hex editor. Thus, if you want to edit bytes (that you're assigning to a particular play), either 1) do it by hand or 2) save and close in the hex editor, then change them in the *playbook maker* and then reopen the hex editor to continue working.

Edited August 8, 2013 by quince3800

 Quote



drunken_honkey


Town Drunk



Posted August 8, 2013

Report post 

There is no plain English way to speak Hex... you have to learn Hex, thats really the only way to do it. You can only dumb down the explanations so much. We all learned by reading and experimentation. Play coding is really complicated at first. But with experimentation youll learn a lot. Good luck!

 Quote



Members

+ 390

1,019 posts

Location: Texas

Hook 'Em!! Whatcha know 'bout them Texas boys!!



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

averagetsbplayer

Tecmo Legend



Members

+ 141

1,381 posts

Location: Madison, WI

Posted December 9, 2013

Report post

xF8 look like it should be a command, no? I'm looking at x9F7B. Does anyone have an idea of what that command represents?

+ Quote



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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 9, 2013

Report post

That might be garbage because i don't see that sequence used in any play.

+ Quote



averagetsbplayer

Tecmo Legend



Posted December 10, 2013

Report post

I apologize if these are already somewhere on the boards - I couldn't find the answers when searching.



Members

+ 141

1,381 posts

Location: Madison, WI

1. What is the difference between these two commands?

xC7 - COM Jump To (Pointer)

xCA - COA/COM Jump To (Pointer)

2. For xE4 = Player Takes Control, is it appropriate to assume the following bytes are in fact executed as instructions when in COA/COM mode?

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bruddog

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Posted December 10, 2013

Report post

1. I want to say one has to do with computer juice but maybe not.
2. Yes that is correct.



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NES Play Design Info

By jstout, January 18, 2009 in Hacking Documentation

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drunken_honkey

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

Posted December 11, 2013

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On 12/10/2013 at 8:43 PM, bruddog said:

1. I want to say one has to do with computer juice but maybe not.
2. Yes that is correct.

1. C7 is COA only. The C7 xx yy zz are as follows C7 = if COA mode use zz as randomizer. If passes xx yy is the pointer that gets jumped to.

+ Quote



Hook 'Em!! Whatcha know 'bout them Texas boys!!



Our Rom discussion thread:

<http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/>

bruddog

Down with button mashing



Moderators

Posted December 11, 2013

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Kinda weird that there are separate coa and com commands.

+ Quote



+ 3,074

11,466 posts

Location: Ca

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted December 11, 2013

Report post

so what's the difference between these?

xCD = Pull-Relative (Location)

xCE = Pull-Ball Placement (Location)

xCF = Pull-Middle of Field (Location)

actually, what does "pull" mean?

+ 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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 11, 2013

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xCD, xCE, xCF. The commands work in the same way (xCD, xCE and xCF) but after a Set Block (xFD) command xCD/xCE/xCF will break from the run path to block a player found along the way.

Relative means the movement is relative to the current location the player is at. Like move forward 10 yards from where the player is at.

Ball placement and middle of field are slightly different absolute coordinate systems. Using middle of the field commands the players will always move to the same location on the field. With ball placement it will depend on where the ball is being snapped from.

+ Quote



buck

Posted December 11, 2013

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 12/11/2013 at 11:12 AM, bruddog said:

xCD, xCE, xCF. The commands work in the same way (xCD, xCE and xCF) but after a Set Block (xFD) command xCD/xCE/xCF will break from the run path to block a player found along the way.

Relative means the movement is relative to the current location the player is at. Like move forward 10 yards from where the player is at.

Ball placement and middle of field are slightly different absolute coordinate systems. Using middle of the field commands the players will always move to the same location on the field. With ball placement it will depend on where the ball is being snapped from.

Thank you. So, this is involved in programming "heat seek" blocking? Where a blocker will "block whoever" gets in their path?

I am trying to figure out how to program WRs to block anyone that they come across (not just assigned CBs and Safeties)

+ Quote



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

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bruddog

Posted December 11, 2013

Report post

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

That is correct. They will "pull" away from their assigned path to block if one of the assigned defenders is close. Its a bitwise assignment.

+ Quote



buck

DARRELL GREEN



Members
+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted December 11, 2013

Report post

On 12/11/2013 at 12:03 PM, bruddog said:

That is correct. They will "pull" away from their assigned path to block if one of the assigned defenders is close. Its a bitwise assignment.

what if you want any defender they come across to be blockable? FF?

+ 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](#)

bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted December 11, 2013

Report post

FF E0 since you need 11bits

+ Quote

↑ 1

buck reacted to this



averagetsbplayer

Tecmo Legend



Members
+ 141

1,381 posts

Location: Madison, WI

Posted December 11, 2013

Report post

Now, I'm a bit more confused about the difference between xC7 and xCA. The first post in this thread lists the following:

xC7 = COM Jump To (Pointer)

xC8 = COM Jump To (Pointer, Random)

xCA = COA/COM Jump To (Pointer)

drunk_honkey mentions that xC7 uses a pointer (2 bytes) with a condition (1 Byte) and only applies to COA. If that's actually the case, can someone (jstout or a mod) update the first thread so that it shows that's the case?

+ Quote



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drunken_honkey

Town Drunk



Members

+ 390

1,019 posts

Location: Texas

Posted December 12, 2013 (edited)

Report post

On 12/11/2013 at 10:11 PM, averagetsbplayer said:

Now, I'm a bit more confused about the difference between xC7 and xCA. The first post in this thread lists the following:

xC7 = COM Jump To (Pointer)

xC8 = COM Jump To (Pointer, Random)

xCA = COA/COM Jump To (Pointer)

drunken_honkey mentions that xC7 uses a pointer (2 bytes) with a condition (1 Byte) and only applies to COA. If that's actually the case, can someone (jstout or a mod) update the first thread so that it shows that's the case?

Let me get back to you when I get home. I may have mixed some things up. I was going off the top of my head. Might be switched. Ive never seen CA used...

But im almost 100% sure C7 is used by coa mode. It may not have the conditional byte after all. Its been a while since ive screwed around with the default coding.

Edited December 12, 2013 by drunken_honkey

+ Quote



Hook 'Em!! Whatcha know 'bout them Texas boys!!



Our Rom discussion thread:

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averagetsbplayer

Tecmo Legend



Members

+ 141

1,381 posts

Posted January 20, 2015 (edited)

Report post

For the m2m commands (x00-x1f), does the game stop processing instructions after that command?

I'm looking at xb9db (a portion of the defensive reaction x13 for the bottom middle linebacker): 27 D8 B9 02 0A 27 DD B9 03 0A 27 E2 B9...

27 D8 B9 // 57% chance to jump to xb9e8

02 0a // m2m RB2

27 DD // <----- Does this get executed? Or, does the game stop afte

Edited January 21, 2015 by averagetsbplayer

+ Quote



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bruddog

Down with button mashing



Moderators

+ 3,074

11,466 posts

Location: Ca

Posted January 20, 2015

Report post

The command format is

x00 to x0A = m2m Player (Time) where 00= cover forever

x11 to x1A = m2m Player (Time)

I think you meant 0xB9DB. Anyways you will only reach that code if you are playing the COM because the start of the LILB command is

LILB B4EE: SetPosFromHike(00 18); 2pt; C8-JumpTo B9CB-07, D8-MoveAbsolute(18 08); D8-MoveAbsolute(18 18); F4-Turn(3C); F5-Wait(1E 8C); JumpTo AABC:FC(FF E0); DD-PassRush; LoopBack FC//

The C8 command only gets executed if you are playing vs COM/COA

Lets assume you are for the sake of your question. In that case the m2m RB will continue to get executed for a period of time 02 0A is the time argument of the man to man command. It's hard to say exactly how long 0x0A is in frames or seconds. It won't always be the same as there is some variance in the man to man logic. So after a certain period of time it should go to the next command provided you haven't passed the ball already.

+ Quote



bruddog

Down with button mashing



Moderators

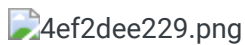
+ 3,074

11,466 posts

Location: Ca

Posted January 20, 2015

Report post



+ Quote



bruddog

Down with button mashing



Moderators

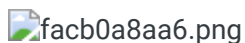
+ 3,074

11,466 posts

Location: Ca

Posted January 20, 2015

Report post



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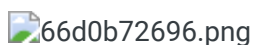
bruddog

Down with button mashing



Posted January 20, 2015

Report post





+ Quote



Moderators

+ 3,074

11,466 posts

Location: Ca

averagetsbplayer

Posted January 20, 2015

Report post

Tecmo Legend



So, hypothetically, we could see that linebacker switch between covering WR2, RB2, TE1, WR1, RB1 all on one long play?



+ Quote



Members

+ 141

1,381 posts

Location: Madison, WI

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bruddog

Posted January 20, 2015

Report post

Down with button mashing



Yup thats correct. I just forced this to happen by making C8 an FF to always jump to it and made every pass defense a 0x13 defense.



You can see him moving between different players.

Moderators

+ 3,074

11,466 posts

Location: Ca

In fact in one of my custom defenses I designed I did something like this with the saftey where he will rotate coverage between players

+ Quote

1



quince3800 reacted to this

buck

Posted January 20, 2015

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

On 1/20/2015 at 5:47 PM, averagetsbplayer said:

So, hypothetically, we could see that linebacker switch between covering WR2, RB2, TE1, WR1, RB1 all on one long play?

if you go far enough in a season vs COM, you start to see this happen all the time (a COM defender running all over covering different receivers during a pass play)

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"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](#)

joelcsuh

Posted January 21, 2015

Report post

Starter



Orel Hershiser



Members

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139 posts

Yep. I pretend I'm looking the defender off the receiver. If you time it right, he'll dive back but miss the receiver, and now you've got one less guy to worry about en route to the end zone.

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Martin

Posted October 8, 2015

Report post

Promising Rookie



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I'm getting into formation hacking, been able to do stuff like making WR1 SE on every play, moving RBs closer to each other in split back sets and changing stances.

The key was understanding how to get from the formation pointers to the actual locations. (Swap bytes, subtract hex value x2000, add hex value x10, etc.)

Now I want to try play hacking, maybe just starting with decreasing take sack chances for pass plays, but can't figure out how to get from pointer to location.

Let's take **Pro T Flare D** for example. From Bruddog's *Playbook Hackers Guidebook* I got this:

9FB3 C2BD 87BA A8BA B5BA C6BD 99BE ACBE BBBE CABE D9BE

I get that 9FB3 is the pointer to the QB for that play (right?). But how do I go from there to the actual location?

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Tecmonster

rom producer



Members

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634 posts

Location: Reno, NV

Posted October 8, 2015

Report post

You get there the exact same way you already mentioned – swap bytes, subtract 2000, add 10. So, 9FB3 --> B39F --> x93AF.

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1

Martin reacted to this



Martin

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Ah, great!

When hacking formations on a rom with 4-3 defense the same changes has to be made at hex location with added hex value x40000. I did take a quick look at x93AF and then at x493AF. There seems to be a similar line if hex value x40002 is added, at x493B1.

That's why I've never tried play hacking before, since I couldn't get it to work on 4-3 roms. Got to try it out now.

+ Quote



Knobbe

Tecmo Godfather



Posted October 26, 2015

Report post

✓ On 1/21/2009 at 12:59 PM, bruddog said:

Couple of questions

Did you ever figure out the difference between the DA and DD commands? I seem to remember on the "run Rush" the players took more direct lines while in DD they



Founder



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Founder of T-Borg

adjusted to the ball carrier more.

What is the difference between the CC block command and the Set to block command? Does the CC command just make the person block the closest available player?

What are the units for boost? Like if I wanted to boost MS two notches what the following byte be?

What do the Pull commands do?

Is there any difference between the two different man-to-man commands?

On 1/21/2009 at 2:22 PM, jstout said:

The 00-0A saves 0 to A while 10-1A saves 80 to 8A and the codes merge then shortly branch off onto very similar codes (not sure the difference yet). Observation-wise, both m2m numbers worked the same on the field.

Did you ever figure this out Bruddog?

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

bruddog

Down with button mashing



Moderators

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11,466 posts

Location: Ca

Posted October 27, 2015

Report post

On 10/26/2015 at 7:12 PM, Knobbe said:

Did you ever figure this out Bruddog?

I posted the commented source for it above..... basically the difference is that the player will start slowing down within 1.25 yards of the target using the 0x00-0x0A command and will start slowing down within 2 yards when using the 0x10-0x1A command

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Knobbe reacted to this



Knobbe

Tecmo Godfather



Founder



+ 3,242

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Tecmo Titles: 1

Founder of T-Borg

Posted October 27, 2015

Report post

On 10/27/2015 at 11:15 AM, bruddog said:

I posted the commented source for it above..... basically the difference is that the player will start slowing down within 1.25 yards of the target using the 0x00-0x0A command and will start slowing down within 2 yards when using the 0x10-0x1A command

It might have helped had I read the comments.

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips



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SBlueman



NES Play Design Info

By jstout, January 18, 2009 in Hacking Documentation

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quince3800

Starter



Members

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151 posts

Posted May 11, 2016 (edited)

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So, I'm obviously not the only person who knows this, but you can get additional offensive play slots starting @4bf8 (5c) until the last one @4df2 (73), so $73-5b=24$ additional slots. These can be run as pass plays at least because that's what I'm working on. That's all I know though.

I'm attaching a spreadsheet that maps the offensive pointer sequence locations. It also gives/generates pointers when you type the location in the cell below. You have to cut and paste the equation in cell b13 (and in b3, etc. for the special teams stuff) to the cell above the location itself; otherwise the file gets too large initially. This covers from play slots 00 to 73 (I forget how many that is). There are rows that help orient you by player names that you're recognize (SF's starters) every four play slots: yellow is for run plays and purple is for pass. There are also tabs for the original pointers, but I've toyed with those some.

I can't really vouch for the formations tab because I was trying to do something.

[Offensive Pointers.xlsx](#)

Edited August 15, 2016 by quince3800

adding a spreadsheet (needed to fix a mistake)



Quote



1

buck reacted to this



quince3800

Starter

Posted May 30, 2016

[Report post](#)



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I'm wondering: given that you can add additional play slots, is there any way to add actual play command space? I'm thinking the answer is "no" because I've tried a few open locations at various times, but it messes the game up. But, there is extra space that's been located or added to roms. Does anyone know the answer about getting more space beyond 9fff/49fff and bfff/4bfff?

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Tecmonster

rom producer



Members
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634 posts

Location: Reno, NV

Posted May 30, 2016

Report post

If you're asking about adding individual player command space, then the answer is yes, there IS free space, unless you've already added something else there. In the original TSB, the free player command space starts at x9f88 and ends at xa00f. I've used all that free space up, and then when I needed more, went back and overwrote unused player command lines, like for the WR1 and/or WR2 lines for some of the reverse runs that I effectively removed from the game.

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bruddog

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Moderators

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11,466 posts

Location: Ca

Posted May 30, 2016

Report post

On 5/30/2016 at 1:23 PM, quince3800 said:

I'm wondering: given that you can add additional play slots, is there any way to add actual play command space? I'm thinking the answer is "no" because I've tried a few open locations at various times, but it messes the game up. But, there is extra space that's been located or added to roms. Does anyone know the answer about getting more space beyond 9fff/49fff and bfff/4bfff?

It's possible but it takes some hacking. Are you still only wanting 64 plays but just extra play command space?

You have to mess with the routine that loads the play commands bank like the 3-4,4-3 defense hack does.

This is the default routine for loading the command bank thats at 0x2802B in the rom. Do do what you want is kind of tricky. You have to intercept the play call at the point where you know if it's a "expanded section" play or not then set a variable somewhere to indicate that you are running an expanded section play.

Then in the default routine below you'd add a check for that variable and adjust the bank accordingly but only for offensive play commands.

```
LDY #$08 ; LOAD POSITION ID
LDA ($AE),Y ;
EOR $70 ; SET BANK TO USE FOR PLAY COMMANDS
ROL ; = OFFENSE =0, DEFENSE =1 + BANK OF
LDA #$00 ;
ADC #$04 ; = BANK 4(OFFENSE) OR BANK 5(DEFENSE)
TAX ;
JSR $D8E3 ; SWAP A000-BFFF BANK (X= BANK TO SWAP)
```

+ Quote



quince3800

Starter



Members

+ 15

151 posts

Posted May 30, 2016

Report post

On 5/30/2016 at 3:06 PM, bruddog said:

It's possible but it takes some hacking. Are you still only wanting 64 plays but just extra play command space?

Your reply is over my head a bit. I understand the words you're saying, but not what's required in order to get it done. I'll have to sift around to see what I can find out.

As for the number of plays, it's however many I can legitimately get in right now. There are 115 play slots available, which means hot routes on blitzes, etc. (Apparently there are more on defense too, but I haven't tested it). Does it make a huge difference if I have more than 64 plays? I probably will actually have towards that number, but I haven't finished planning yet.

+ Quote



quince3800

Starter



Members

+ 15

Posted June 12, 2016

Report post

I wanted to ask before I got too far into this: Is it possible to move the play command sections to @a8000 and @b8000 respectively and then just have basically all of the space you want? In a previous post (in the HP as diving topic) Bruddog said:

["NES MMC3 mapper can only have two banks loaded at a time."](#)

The bank this hack is in runs from 0x28010 to 0x2C010 on the actual ROM file. Also for JSR's the only valid ranges are 0x8000 to 0xBFFF.

0xC000 -0xFFFF is the fixed bank in memory."

I'm thinking that if all banks are 4000 bytes long, then the logic of what I'm thinking is off because if you wrote too much code, then it'd no longer fit into the prescribed bank. Writing a variable for a play to jump to another area seems **way** too complicated; simply having a lot of extra space (if possible) would get the same thing done, no? I'm starting to read some things on ASM commands and bank switching, but it seems that what I thought (@a8000/b8000) maybe isn't doable. Also, I'm looking at the trace material from a 4-3/3-4 rom, but referring to offensive commands.

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bruddog

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Location: Ca

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banks are actually 0x2000 long =8192 bytes.

You'd have to have a third variable that switched to different banks depending on the play called. The other option is to completely wipe the original play sections and write all your own plays/defenses from scratch.

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