



NES TSB Play Editor BETA3 release

By konForce, January 28, 2005 in Editors/Emulation

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Posted January 28, 2005

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For background information, see: <http://www.tecmobowl.org/forum/viewtopic.php?t=4307>

TSB Playbook Editor **Beta 3** is available.

<http://www.emuware.com/files/?tsbPBE-beta03.zip>

Updates since the second release:

- * BUGFIX: blitz byte (hopefully) saved correctly
- * Added more information to various command codes
- * Sequence data is reordered upon saving (*Nukes CPU AI*)
- * Added "Safe Save" option

The purpose of this release is to correct a problem that was brought to my attention regarding the blitz byte not being saved properly. It *should* be resolved now, but you'll have to see for yourself if it works.

Other than that, there is **no additional useful functionality**. The editor does load the sequences more accurately than Beta 2, but this doesn't translate into any practical applications.

If you want to use the editor to swap plays around, use the *Safe Save* option. It only saves the play slot information. Doing a *Full Save* will damage the ROM in that all offensive CPU AI will be corrupted.

The discovery that TSB stores CPU play logic within the sequences threw a monkey wrench into the route I was taking. To make a useful play editor, a completely high level editor would

be necessary - ie, one that would essentially "compile" the playbooks into the NES format.
This editor does not do that, and will likely only remain a debugging tool.
[tsbPBE-beta03.zip](#)

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Randy Moss

Starter



Members

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242 posts

Posted April 11, 2005

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Can you explain a little more about why this tool isn't that useful?
If it corrupts the CPU Offensive AI, does normal hex editing and manually moving plays around do that as well, or is it just this program?
Or does this program just not work for creating entirely new plays?

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sois

Tecmo Legend



Members

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3,219 posts

Location: Las Vegas

Posted April 11, 2005

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dang, well this is a crappy news item.
that sucks kon but we appreciate the work sir!

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Randy Moss

Starter



Members

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Posted April 28, 2005

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Bump, has anyone tried moving plays with this tool and been successful?
I guess I don't know what Kon means by corrupting the CPU AI -- not sure if that is just for actually editing plays.

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konForce

Posted May 19, 2005

Report post 

Member



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I understand how to make user defined plays, all the way down to the routes, etc. There is still some unknown information, but it's nothing that couldn't be figured out.

The kicker is that embedded in the route information is the CPU logic. The CPU is not smart, it just does what the logic tells it to *per route*. In other words, if you create a play you also have to tell the CPU how to use the play.

What happens in the play sequence is at the end, a "take control" byte command is issued.

If you are a human then you can now control the player and the play sequence is halted.

However, if you are a CPU, the play sequence continues according to the logic that immediately follows it. (The last beta of my editor did not even attempt to load CPU data and thus, when saving the playbook, all CPU logic is overwritten with garbage.)

The logic for a QB might look like:

- 1) Drop back for pass.
- 2) If random number is A then pass to a player
- 3) If random number is B then move to a location (scramble)
- 4) While scrambling, if random number is C then pass to a player
- 5) Run with ball.

I never had time to completely look into this, but to me it looked like the best way to create a usable playbook editor would be to actually create a program that lets you draw plays up, and then press a "compile" button that creates the NES byte code needed for TSB.

In other words the program would not be able to extract information from the TSB ROM, it would only be able to export a playbook to it.

The method my playbook "editor" uses would have only worked if things were a bit more structured in the TSB ROM.

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bruddog

Posted January 25, 2009

Report post 

Down with button mashing



bumping this for yakmolester.

Closest thing we have to a graphical interface. It shows the offensive movements



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11,466 posts

Location: Ca

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tecno_ninja

Posted October 6, 2015

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Starter

Trying to run this on windows 8 and having problems... giving me an error code



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Location: Ohio
MADISON XI CHAMP
(COSTUME CONTEST)

mscomctl.ocx and i downloaded the "fix" from microsoft website... <https://support.microsoft.com/en-us/kb/896559>

any suggestions?

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1
Founder of T-Borg

Posted October 7, 2015

Report post

On 10/6/2015 at 10:54 PM, tecmo_ninja said:

Trying to run this on windows 8 and having problems... giving me an error code mscomctl.ocx and i downloaded the "fix" from microsoft website... <https://support.microsoft.com/en-us/kb/896559>

any suggestions?

I might have found the solution but it might not work without a reboot, which I'm not ready to do at the moment. Will let you know

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tecmo_ninja reacted to this



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

Knobbe

Tecmo Godfather



Posted October 7, 2015

Report post

On 10/7/2015 at 9:09 AM, Knobbe said:

I might have found the solution but it might not work without a reboot, which I'm not ready to do at the moment. Will let you know



Founder



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Tecmo Titles: 1
Founder of T-Borg

Actually it would help if I could spell.
There are two missing files. I've added them to the zip.
Download again and try running now.

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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 7, 2015

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Ninja you can always hit me up if its something specific you need done.

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tecmo_ninja

Starter



Members

+ 139

217 posts

Location: Ohio

Posted October 8, 2015 (edited)

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Bruddog... your so awesome. I'm trying to teach myself to fish so to speak lol

I won't lie... i've logged like 20 hours reading hacking info this week.

Edited October 8, 2015 by tecmo_ninja

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1

DFM reacted to this



tecmo_ninja

Starter



Members

+ 139

217 posts

Location: Ohio

MADISON XI CHAMP
(COSTUME CONTEST)

Posted October 8, 2015

Report post

On 10/7/2015 at 9:27 AM, Knobbe said:

Actually it would help if I could spell.

There are two missing files. I've added them to the zip.

Download again and try running now.

uggg. still saying same problem

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted October 9, 2015

Report post

On 10/8/2015 at 6:56 PM, tecmo_ninja said:

uggg. still saying same problem

Try running in compatibility mode

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