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Out Of Bounds Zones

By Yak, January 14, 2010 in Hacking Documentation

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Yak

Tecmo Fanatic

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●●●●●●●●●●●●●●●●

Y

Members
➕ **1,541**
5,286 posts
Location: Boston, MA

Posted January 14, 2010

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Anybody know anything about how fumbled balls / players going out of bounds works? It seems to me like the horizontal line indicating out of bounds isn't aligned properly. Anyone else curious about this?

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---

jstout

Tecmo Super Champion

●●●●●

J

Members
➕ **92**
537 posts

Posted January 14, 2010

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> 🔽 **Maynard_G_Krebs said:**
>
> Anybody know anything about how fumbled balls / players going out of bounds works? It seems to me like the horizontal line indicating out of bounds isn't aligned properly. Anyone else curious about this?

The game has code that checks positioning for the players and the ball.
From my field notes:
Top of Field (Movement): x3DB0E
Bottom of Field (Movement): x3DB05
Top Sideline (Out of Bounds): x25118
Bottom Sideline (Out of Bounds): x2511C
Back of the Endzone (Movement):
Player 1: x3DB33/x3DB37

Player 2: x3DB48/x3DB4C
Back of the Endzone (Pass):
Player 1: x2A88F/x2A88C and x2A89E/x2A898
Player 2: x2A8CB/x2A8C8 and x2A8DA/x2A8D4
Back of Endzone (Fumble):
Player 1: x2DC6E/x2DC6A
Player 2: x2DC78/x2DC74
*#/# is Hi Byte/Lo Byte

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↑ 1

buck reacted to this

Yak

Tecmo Fanatic

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Y

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

Report post

:thumbsupCaptain:

+ Quote

---

buck

DARRELL GREEN

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●●●●●●●●●●●●●●●

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

Report post

how does this end zone stuff work? the "hi/low" byte? I am helping a guy with that Canadian Football rom, where the field is 110 yards, and players can't even run deeper than 5 yards into the end zone. also, if you take a pitch or snap deeper than this 5 yards = automatic safety.

So, I have been trying all kinds of movement* values and I don't see anything change. I always get stopped 5 yards deep - no matter what values I put in here*. could it be a scroll thing? I want to increase the amount that a player can go the direction "into the end zone", by five more yards.

It's funny, because I was able to figure out the sidelines out of bounds stuff and all that with my "street" roms, but this particular endzone thing is baffling.

Back of the Endzone (Movement):
Player 1: x3DB33/x3DB37
Player 2: x3DB48/x3DB4C
Back of the Endzone (Pass):
Player 1: x2A88F/x2A88C and x2A89E/x2A898

Player 2: x2A8CB/x2A8C8 and x2A8DA/x2A8D4

Back of Endzone (Fumble):

Player 1: x2DC6E/x2DC6A

Player 2: x2DC78/x2DC74

*#/# is Hi Byte/Lo Byte

Edited December 17, 2016 by buck

+   Quote

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

Moderators

➕ **3,074**
11,466 posts
Location: Ca

Posted December 18, 2016

Report post ◄

@buck

```
Here are the values for the endzone locations in the OG rom:

Left endzone Front : high =0x06, low = 0x70
Left endzone Back  : high =0x06, low = 0x20
Right endzone Front : high =0x09, low = 0x90
Right endzone Back :  high =0x09, low = 0xE0

Each high byte = 32 yards.  Each 0x08 of the low byte = 1 yard and thus
every 0x10 of the low byte = 2 yards.Everything is referenced from the
left back endzone. Why they chose 0x0620 to be the back of the endzone
I have no clue. The TOTAL field map is actually big enough for a field
double the size. So maybe they had a bigger field at first and scrapped
that idea. Who knows.

0x990(right endzone) -0x670(left endzone)= 0x320 = [3 * 32 yards = 96
yards]  + [(0x20/0x08) = 4 yards] = 100 yards

Yay for math.
```

The locations you need aren't even listed in your post hence why you are having a problem...

Check for TD or past front of right endzone ()
low byte: 0x25046, default value=0x90
high byte: 0x2504B, default value=0x09

Check for TD or behind front of left endzone ()
low byte: 0x25059, default value=0x71
high byte: 0x2505e, default value=0x06

Check for touchback in left endzone ()
low byte: 0x2506A, default value=0x71
high byte: 0x2506E, default value=0x06

Check for touchback in right endzone ()
low byte: 0x25083, default value=0x90

high byte: 0x25087, default value=0x09

Check for safety in left endzone ()
low byte: 0x250DF, default value=0x71
high byte: 0x250E3, default value=0x06

Check for safety in right endzone ()
low byte: 0x250EF, default value=0x90
high byte: 0x250F3, default value=0x09

There is also a couple of checks so that the first down markers aren't drawn in the endzone. You can see if those are broken or not. So it looks like **at least** the left endzone safety location needs to be moved back 5 yards = 0x08 x 5= 0x28
Check for safety in left endzone ()
low byte: 0x250DF, new = (0x71 -0x28) =0x49

+   Quote

2

You and buck reacted to this

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buck
DARRELL GREEN
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●●●●●●●●●●●●●●●●

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

Posted December 18, 2016

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thanks a lot, bruddog. I will take a look at this and get back with results.

+   Quote

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

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---

buck
DARRELL GREEN
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●●●●●●●●●●●●●●●●

Members
➕ 2,060
6,332 posts

Posted December 18, 2016 (edited)

Report post

actually, I was wrong. by default, in this CFL ROM, the endzones are **only 7 yards big**…. so, the **player movement only goes about 3 yards deep** into endzone. here's an example, when the line of scrimmage is at the one yard line, your QB lines up out of the back of the endzone when in Shotgun. so, to make this good, the endzone needs to be drawn bigger along with allowing more movement like I am looking to do.

anyways, bruddog, the first part of your post you mention locations but I don't see any. I just see "

```
Left endzone Front : high =0x06, low = 0x70
Left endzone Back  : high =0x06, low = 0x20
```

```
Right endzone Front : high =0x09, low = 0x90

Right endzone Back :  high =0x09, low = 0xE0
"
```

is that just info or are there supposed to be other 0x locations along with that? sorry, I am just a bit confused right now.

Edited December 18, 2016 by buck

[+]   Quote

1
You reacted to this

"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 18, 2016

Report post

Whoops sorry that's just information. I will edit the post.

[+]   Quote

---

buck

Posted December 18, 2016

Report post

ok, lol. so where is the location to actually set the field size? your info says:

```
"Left endzone Front : high =0x06, low = 0x70
Left endzone Back  : high =0x06, low = 0x20
Right endzone Front : high =0x09, low = 0x90
Right endzone Back :  high =0x09, low = 0xE0
"
```

but which particular locations are associated with these values? it doesn't seem like any of the locations listed by you or jstout correspond with this info. again, I am just straight up confused right now. I hope to figure it out soon.

> "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
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●●●●●●●●●●●●●●●

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

There **are NO locations that correspond to those values to set the field size**. **Those locations are for reference only**. They are just determined/inferred by loooking at the compare values in the check for touchdowns, safeties, touchbacks, player at back of endzone...

There is a field drawing map with like 3 levels of "zoom" that determines what tiles are drawn where. This effectively sets how big your field is but there is no value/location that says the field is X yards long.

The locations were determined based on where the tiles are drawn on the map.

Is the drawn field correct in the 110 yard rom? Or do you need to edit all the field tiles still to make it 110 yards?

+   Quote

---

buck
DARRELL GREEN
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●●●●●●●●●●●●●●●

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

no, the field is not exactly drawn correct. the field of play (green grass) is OK, at 110 yards. but the endzones are only about 7 yards deep. and player movement is restricted to the initial ~3 yards into these endzones.

in a perfect/realistic world, the endzones would be 20 yards! but that just seems crazy. I don't know a whole lot about CFL, I am just doing a couple of favors to help this guy with the rom. I got to playing it and am totally annoyed by being stopped ~3 yards into the endzone. so I was looking into it.

another weird thing about CFL is touchbacks - they are kinda like safeties except they give the defense +1 point (rogue). lol

If we could at least get the End Zone to 10 yards (to stop side effect of QB/punter being out of bounds) and more importantly open up player movement to go further into the endzone, it would be cool.

but this is pretty crazy. no matter what I change I cannot get the player to go deeper into the end zone.

Edited December 18, 2016 by buck

+   Quote

⬆ 1

You reacted to this

"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
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

✚ **3,074**
11,466 posts
Location: Ca

Posted December 18, 2016

Report post ⤴

If you PM me or post the rom I can probably fix the player movement, punter issue into the endzones. Is it broken for both sides or just P1? What about punts into the endzone?

I will note the changes and explain what was done.

I don't wan't to spend time fixing the graphics because that is more involved although it MIGHT be intertwined with the problem overall.
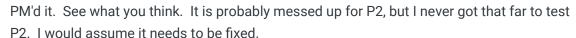
+   Quote

♥

---

buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

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

Posted December 18, 2016 (edited)

Report post ⤴

PM'd it. See what you think. It is probably messed up for P2, but I never got that far to test P2. I would assume it needs to be fixed.

Edited December 18, 2016 by buck

+   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
Down with button mashing

Posted December 18, 2016

Report post ⤴

Looks like the

front of the left endzone in the CFL rom is 0x0648
front of the left endzone in the CFL rom is 0x09B8

bruddog

Down with button mashing

Other locations. Where field scrolling should stop...

Stop scrolling field

MAX RIGHT FIELD SCROLL LOCATION
0x3D65A low byte
0x3D65E high byte
or
0x7D65A,0x7D65E

MIN LEFT FIELD SCROLL LOCATION
0x3D67A low byte
0x3D67E high byte
or
0x7D67A,0x7D67E

bruddog

Down with button mashing

Rom fixed with nice big endzones...

tiredtonsofclay
Promising Rookie
●●●

Members
➕ 44
57 posts
Location: Burnaby B.C.

Posted May 23, 2017 (edited)

Are these entered into the TSB tool or by some other method?

Edited May 23, 2017 by tiredtonsofclay
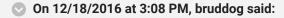
➕ Quote

tiredtonsofclay
Promising Rookie
●●●

Members
➕ 44
57 posts
Location: Burnaby B.C.

Posted May 23, 2017

> **On 12/18/2016 at 3:08 PM, bruddog said:**
>
> Other locations. Where field scrolling should stop...
>
> Stop scrolling field
>
> **MAX RIGHT FIELD SCROLL LOCATION**
> 0x3D65A low byte
> 0x3D65E high byte
> or
> 0x7D65A,0x7D65E
>
> **MIN LEFT FIELD SCROLL LOCATION**
> 0x3D67A low byte
> 0x3D67E high byte
> or
> 0x7D67A,0x7D67E

➕ Quote

SBlueman
Tecmo Legend
●●●●●●

Posted May 25, 2017 (edited)

> **On 5/23/2017 at 9:25 PM, tiredtonsofclay said:**
>
> Are these entered into the TSB tool or by some other method?

check out this thread, it will help in how to use a hex editor, which will come.in handy to apply the code:

> **Bodom created a topic in ROM Editing Discussion**
> December 18, 2009
>
> Help?
> So I'm starting to get a little deeper into modifying roms besides just editing players, playbooks...all the easy stuff. I really want to become familiar with hex editing and I'm hoping there's a few patient people around to answer my bon...
>
> 💬 13 replies

This code isn't something to just copy and paste. Some edits will require you to edit the game with a hex editor so you can set your custom values as per your desired result.

Just out of curiosity...would it be possible to "stretch" the field so the distance between each yard is larger? And if it is possible, would changes to stat tracking be required to calculate the stats correctly?

Edited May 25, 2017 by SBlueman

+   Quote   Edit   Options ▼

Check out my latest release: Tecmo Super Bowl 2020 - SBlueman Edition

Check out my other releases: SBlueman's Downloads

Have any SET commands to share? Post 'em up in this thread: SET Command List (Use with NES TSB & TSBTool)

---

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

Posted May 26, 2017   Report post ⤴

@SBlueman you'd have to actually draw new field tiles if you wanted to "stretch" the field

+   Quote

⬆ 1

You reacted to this

Moderators

⊕ **3,074**
11,466 posts
Location: Ca

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