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Player 2 Conditions Fix

By jstout, December 16, 2008 in Hacking Documentation

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jstout
Tecmo Super Champion
●●●●●

Members
➕ 92
537 posts

Posted December 16, 2008

Report post

As the online players know the Player 2 stats don't change correctly with their conditions. This was an error by Tecmo and the fix I wrote is below.

```
x30E55
20 80 9F    JSR CHECK_PLAYER

x31F90
CHECK_PLAYER:
A6 6E       LDX $6E ; Load Current Player
E4 6D       CPX $6D ; Load Player 2
F0 02       BEQ :+
; PLAYER 1
18          CLC
60          RTS
; PLAYER 2
38        : SEC
60          RTS
```

➕ Quote

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

Posted December 16, 2008

Report post

😄

"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

COA Elway

Posted January 25, 2009   Report post ⦉

Does this apply to a COM controllede team as well?

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COA *mode player, since '93*

Try out my COA mode only roms here...... http://tecmobowl.org...hp?f=34&t=15039

PLAY AT YOUR OWN RISK!

TecmoBowlSwede

Posted October 13, 2010   Report post ⦉

> ⌄ **jstout said:**
>
> This was an error by Tecmo and the fix I wrote is below.

How does one implement code fixes presented like that to a rom? Can I just overwrite the string starting at 0x30E55 with 20 80 9F for instance?

I understand if the hacking vets on these boards find questions like this to be annoying, etc., but it would surely prevent future "how do you do this and that?" if I got some help understanding the immense resourses available here...

+ Quote

buck

Posted October 13, 2010   Report post ⦉

> ⌄ **TecmoBowlSwede said:**
>
> How does one implement code fixes presented like that to a rom? Can I just overwrite the string starting at 0x30E55 with 20 80 9F for instance?

I understand if the hacking vets on these boards find questions like this to be annoying, etc., but it would surely prevent future "how do you do this and that?" if I got some help understanding the immense resourses available here...

yes, but leave out the right-most column (jstouts descriptions)

if you use TSB Tool Supreme:

SET(0x30e55, 0x20809f)

SET(0x31f90, 0xa66ee46df00218603860)

you should be able to see what I did here by comparing this to jstouts chunk above.

+ Quote ♡

BO FB Offtackle Left

Tecmo Legend
●●●●●●

Members
⊕ 253
3,135 posts
Location: New York

Posted October 15, 2010   Report post ⤶

> **elway said:**
>
> Does this apply to a COM controllede team as well?

How would you see the conditions of a com controlled team? 😊

+ Quote ♡

---

toolie

Tecmo Legend
●●●●●●

Mods: HSRL
⊕ 2,808
4,263 posts
Location: Michigan
The Boogedy Man Walked All Over Me!

Posted October 15, 2010   Report post ⤶

What is the effect, then (of the original bug). Does a player in excellent behave as if he were in excellent and the stats just show the wrong numbers, or is he really what the numbers show? Thanks!

+ Quote ♡

Play through adversity...

Bodom
Tecmo Legend
●●●●●●

Members
⊕ 876
3,912 posts
Location: Boston MA

Posted April 1, 2011

> **toolie said:**
>
> What is the effect, then (of the original bug). Does a player in excellent behave as if he were in excellent and the stats just show the wrong numbers, or is he really what the numbers show? Thanks!

I'm wondering this, too. The actual condition changes to bad, good, excellent...but the attributes don't change. So does the player behave like the condition or the numbers? Anyone know?

+ Quote

TecmoTurd
Tecmo Legend
●●●●●●

Members
⊕ 102
2,947 posts

Posted April 1, 2011

Behaves like the condition, the numbers are just wrong (if I'm remembering correctly).

+ Quote

AIM: TecmoTurd

RBI Baseball Players Circuit
www.rbibaseball.us/players

My SNES Hacking Info (archives, new version)
SNES Resource Thread
The Tecmo Players League
RBIBaseball.us

Bodom
Tecmo Legend
●●●●●●

Members
⊕ 876
3,912 posts
Location: Boston MA

Posted April 4, 2011

> **TecmoTurd said:**
>
> Behaves like the condition, the numbers are just wrong (if I'm remembering correctly).

I was always under the impression that Player 2 always behaved in Average condition. This makes much more sense now.

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