🏠 Home › Forums › Hacking/Emulation › Hacking Documentation › Player Conditions Change More   ✔ Mark site read

Player Conditions Change More

By jstout, October 6, 2008 in Hacking Documentation

Start new topic   **Reply to this topic**

jstout
Tecmo Super Champion
●●●●●

J

Members
➕ 92
537 posts

Posted October 6, 2008   Report post   ⤴

I was asked about making conditions for the players change after each play (the changes will be visible on the change player data screens). I did this quickly but seems to be working without any problems.

This is the code for the original game. If your rom has changes or info in those areas already then you will need to modify.

```
x25AE9:
4C A0 9F    JMP $9FA0
EA          NOP
EA          NOP
EA          NOP
EA          NOP

x25FB0:
; CHANGE BANK TO CONDITION CODE
A9 07       LDA #$07
8D 00 80    STA $8000
A9 11       LDA #$11
8D 01 80    STA $8001
; GO TO CONDITION CODE
20 95 A3    JSR $A395
; RETURN BANK TO PREVIOUS
A9 07       LDA #$07
8D 00 80    STA $8000
A5 2F       LDA $002F
8D 01 80    STA $8001
; RETURN TO NORMAL CODE:
```

```
A5 70       LDA $0070
10 03       BPL :+
4C 3E 9C    JMP $9C3E
4C E0 9A :  JMP $9AE0
```

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●

Members

➕ **2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

This seems like a fun idea. Thanks jstout.

I'm trying to find a spot to throw this in CXROMs 32-team rom. Is there a point in the rom where this stuff CAN'T go (in general, can I overwrite long strings of "FF"'s?)

In 32 team rom, at 0x31EDE there is a lot of "FF" - 300 bytes worth. Is this a safe blank spot or am I looking at something else?

I think that this section corresponds to 0x31E70 in original.

"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

jstout

Tecmo Super Champion

●●●●●

J

Members

➕ **92**

537 posts

Buck, I was able to squeeze this into cxrom's 32 team rom in the general area you wanted. Let me know if this don't fit on your copy.

You can place code anywhere in the game (multiple FFs are almost always unused areas) as long as you can write code there without writing over something else and you are able to get the area loaded when it is needed ($8000-$9000 and $A000-$B000 are swappable and $C000-$FFFF is fixed).

```
x25AE9:
4C F3 9F    JMP $9FF3
EA          NOP
EA          NOP
EA          NOP
EA          NOP

x25FFB:
; RETURN TO NORMAL CODE:
A5 70       LDA $0070
```

```
10 0E       BPL :+
4C 3E 9C    JMP $9C3E
; UNUSED FILLER BYTE
FF
; CHANGE $8000 BANK TO NEW CODE
A9 06       LDA #$06
8D 00 80    STA $8000
A9 18       LDA #$18
8D 01 80    STA $8001
; SQUEEZING IN PART OF NORMAL CODE
4C E0 9A :  JMP $9AE0

x3200D:
4C CA 9F    JMP $9FCA

x31FDA:
; CHANGE $A000 BANK TO CONDITION CODE
A9 07       LDA #$07
8D 00 80    STA $8000
A9 11       LDA #$11
8D 01 80    STA $8001
; GO TO CONDITION CODE
20 95 A3    JSR $A395
; RETURN $A000 BANK TO PREVIOUS
A9 07       LDA #$07
8D 00 80    STA $8000
A5 2F       LDA $002F
8D 01 80    STA $8001
; RETURN $8000 BANK TO PREVIOUS
A9 06       LDA #$06
8D 00 80    STA $8000
A5 2E       LDA $002E
8D 01 80    STA $8001
```

+ Quote

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Report post

jstout - this works for me and the 32 team rom (amidst your numerous other hacks: HP, PA, etc.) Thank you.
I've played some preseason and season games and injuries seem to be working normally.
Hopefully, I'll play test it with MAN V MAN later on.

+ Quote

⬆ 1

"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

Members

➕ **2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

---

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

➕ **3,074**

11,466 posts

Location: Ca

Posted December 3, 2008

CAn you make injuries more frequent?

➕ Quote

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members

➕ **1,541**

5,286 posts

Location: Boston, MA

Posted January 31, 2009

Anyone have a link where I might be able to do some reading how to copy this condition hack (as well as other coded hacks like this) into the 32-Man Rom? I get it, but I don't get it.

➕ Quote

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted January 31, 2009

> **YakMolester said:**
>
> Anyone have a link where I might be able to do some reading how to copy this condition hack (as well as other coded hacks like this) into the 32-Man Rom? I get it,

but I don't get it.

Well, either byte by hand or use TSB Tool Supreme's "SET command" - that's how I do it. I use SET commands a lot (generated by spreadsheets). All you do is type in the address (in hex) , then the data. SET (0xADDRESS, 0xDATA) In BAD_Al's readme it explains it.

Like this from the last jstout post:

SET (0x25ae9, 0x4cf39feaeaeaea)

SET(0x25ffb, 0xa570100e4c3e9cffa9068d0080a9188d01804ce09a)

etc...

those were the first two chunks of code. you can do the rest, big boy.

+ Quote   ♡

Yak
Tecmo Fanatic
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Y

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

Posted January 31, 2009   Report post ⌯

> **buck said:**
>
> > **YakMolester said:**
> >
> > Anyone have a link where I might be able to do some reading how to copy this condition hack (as well as other coded hacks like this) into the 32-Man Rom? I get it, but I don't get it.
>
> Well, either byte by hand or use TSB Tool Supreme's "SET command" - that's how I do it. I use SET commands a lot (generated by spreadsheets). All you do is type in the address (in hex) , then the data. SET (0xADDRESS, 0xDATA) In BAD_Al's readme it explains it.
>
> Like this from the last jstout post:
>
> SET (0x25ae9, 0x4cf39feaeaeaea)
>
> SET(0x25ffb, 0xa570100e4c3e9cffa9068d0080a9188d01804ce09a)
>
> etc...
>
> those were the first two chunks of code. you can do the rest, big boy.

this was sexy. i thank you, sir. this community seriously gets two yaks up.

+ Quote   ♡

---

edisaurusrex
Moderator
●●●●●●

Posted January 31, 2009   Report post ⌯

Nice work again jstout.

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted February 18, 2010

Someone school me, please.

This condition hack is an important aspect to my Coaching ROM. Since I inflated and deflated player ability points to compensate for the interest of creating different on-field gameplay changes for TSC, this equated, to me, to creating new ways of defining more conventional player stats. I have a great while left of nit-picking that specific area of my ROM.

My question is how many ways can this condition-changing concept be utilized? Can conditions change after every possession series? What kind of limitations are the determining factors? Can there only be one standard that conditions abide by? Could you have a mix of options? Could you code in players becoming 'refreshed' on bye weeks where their conditions go up a notch? Could there be pre-coded situations where users could define with a '1' or '0' trigger the specific events that lead to condition changes?

I'm so utterly fascinated by how many actual gameplay variations could be made from using player conditions to benefit the actual gaming experience overall. What do you think? Since it's Jstout's thread, I definitely pose the question to you too, homeboy. I just think player condition could, potentially, be utilized to act more strategically and with greater 'conditional' purpose--again--if technically possible or not.

Quote

Bodom

Tecmo Legend

●●●●●●

Posted February 18, 2010

> **Maynard_G_Krebs said:**
>
> My question is how many ways can this condition-changing concept be utilized? Can conditions change after every possession series? What kind of limitations are the determining factors? Can there only be one standard that conditions abide by? Could you have a mix of options? Could you code in players becoming 'refreshed' on bye weeks where their conditions go up a notch? Could there be pre-coded situations where users could define with a '1' or '0' trigger the specific events that lead to condition changes?

What about a +1 notch after a timeout?

Quote

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Y

Members

● 1,541

5,286 posts

Location: Boston, MA

Posted February 18, 2010

> **Bodom18 said:**
>
> > **Maynard_G_Krebs said:**
> >
> > My question is how many ways can this condition-changing concept be utilized? Can conditions change after every possession series? What kind of limitations are the determining factors? Can there only be one standard that conditions abide by? Could you have a mix of options? Could you code in players becoming 'refreshed' on bye weeks where their conditions go up a notch? Could there be pre-coded situations where users could define with a '1' or '0' trigger the specific events that lead to condition changes?
>
> What about a +1 notch after a timeout?

Exactly my point. And a great idea, by the way, especially in the sake of this condition hack.

+   Quote

buckbbuck

Promising Rookie

●●●

B

Members

● 2
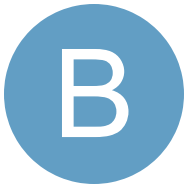
50 posts

Posted October 30, 2010

is there any way to eliminate player condition changes? so every player is in top condition at all times?

+   Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Moderators

● 3,074

11,466 posts

Posted October 30, 2010

You mean in average condition? I would think that would be the easiest to do.

+   Quote

drunken_honkey
Town Drunk
●●●●●●

Members
➕ 390
1,019 posts
Location: Texas

Posted October 30, 2010

Me and Hurricane55 were thinking about having the home team start the game in +1 condition. (Meaning +1 from whatever condition they were before a home game in season mode). For college, we wanted home field to mean something. We have the look down in our rom, but looking for something to add to the feel. Think about being 5-0 with an way game in The Swamp as your next game knowing Florida is gonna be boosted cause they're at home! Adds an once of excitement and fear to your season.

[Post made on a Tecmo Super Mobile Device!] mobile.png
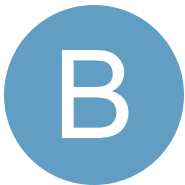
Quote

1

Leonard Fournette reacted to this

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

Our Rom discussion thread:
http://tecmobowl.org/topic/56988-2013-mt-remix-project-mayhem-trailer/

buckbbuck
Promising Rookie
●●●

B

Members
➕ 2
50 posts

Posted October 31, 2010

if they could all be excellent that would be... um... excellent.
but average is good too.
just so all the players are on the same page. so the great players are always better than the lower rated players.
I also like the +1 idea for the home team in college.
another way i was thinking of doing something like that was to just put all the big rivalry games in one or two specific weeks and with the juice helper spreadsheet, juice those weeks a little more than the rest.

Quote

1

Leonard Fournette reacted to this

brookstonfowler
phile guru
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Members

Posted March 26, 2015

i've been reading in some of the other conditions threads about how complicated the conditions code is, but i'll throw this out there. have the locations and behavior of the conditions code been elucidated, yet? it seems (i know, big word) like the key elements would be how frequently they change, at what probability they change, and how much they can change (1 notch vs. 3 notches per change).

Quote

bruddog

Down with button mashing

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Moderators

+ 3,074
11,466 posts
Location: Ca

Posted March 26, 2015

Yes I posted how it works exactly a few months back and you replied to it. LOL

http://tecmobowl.org/topic/58030-conditions-distribution/

\+ Quote

brookstonfowler

phile guru

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Members

+ 930
7,743 posts
Location: zionsville, in
Tecmo Titles: 3
I feel pretty free.

Posted March 26, 2015

lol. so i did. so the logic outline there is what happens in the SRAM, right? i guess that means there's no easy "replace this offset on thr ROM with these values to make conditions change with different % up or down during the game"?

\+ Quote

TheRaja

TFO Chief Operating Officer

●●●●

Posted March 10, 2017

Incase I need this again:

Condition Change Every Play
SET(0x25ae9, 0x4cf39feaeaeaea)
SET(0x25ffb, 0xa570100e4c3e9cffa9068d0080a9188d01804ce09a)
SET(0x3200d, 4cca9f)

SET(0x31fda,
a9078d0080a9118d01802095a3a9078d0080a52f8d0180a9068d0080a52e8d0180)

➕ Quote

⬆ 1

You reacted to this

---

graylikethecolor
Promising Rookie

● ● ●

Posted July 11

Report post ⤳

> **On 7/9/2020 at 6:45 AM, bruddog said:**
>
> Some of the commands are missing the **0x** dentifier that tells the command they are hex values
>
> SET(0x3200d, 4cca9f) needs to be SET(0x3200d, **0x**4cca9f)
> SET(0x31fda,
> a9078d0080a9118d01802095a3a9078d0080a52f8d0180a9068d0080a52e8d0180)
> needs to be
>
> SET(0x31fda,
> **0x**a9078d0080a9118d01802095a3a9078d0080a52f8d0180a9068d0080a52e8d0180
>)
>
> Just a reminder that **this makes the conditions change after every single play**

hmmm. either i have a conflicting SET command that i've applied elsewhere, or this doesn't seem to affect my rom?

📎 BIGDTECMO_4_071120_mk2.nes
512.02 kB · 0 downloads

➕ Quote

🤍

---

graylikethecolor
Promising Rookie

● ● ●

Posted July 11

Report post ⤳

> **On 10/7/2008 at 1:44 PM, jstout said:**
>
> Buck, I was able to squeeze this into cxrom's 32 team rom in the general area you wanted. Let me know if this don't fit on your copy.
>
> You can place code anywhere in the game (multiple FFs are almost always unused areas) as long as you can write code there without writing over something else and

you are able to get the area loaded when it is needed ($8000-$9000 and $A000-$B000 are swappable and $C000-$FFFF is fixed).

```
x25AE9:
4C F3 9F    JMP $9FF3
EA          NOP
EA          NOP
EA          NOP
EA          NOP

x25FFB:
; RETURN TO NORMAL CODE:
A5 70       LDA $0070
10 0E       BPL :+
4C 3E 9C    JMP $9C3E
; UNUSED FILLER BYTE
FF
; CHANGE $8000 BANK TO NEW CODE
A9 06       LDA #$06
8D 00 80    STA $8000
A9 18       LDA #$18
8D 01 80    STA $8001
; SQUEEZING IN PART OF NORMAL CODE
4C E0 9A : JMP $9AE0

x3200D:
4C CA 9F    JMP $9FCA

x31FDA:
; CHANGE $A000 BANK TO CONDITION CODE
A9 07       LDA #$07
8D 00 80    STA $8000
A9 11       LDA #$11
8D 01 80    STA $8001
; GO TO CONDITION CODE
20 95 A3    JSR $A395
; RETURN $A000 BANK TO PREVIOUS
A9 07       LDA #$07
8D 00 80    STA $8000
A5 2F       LDA $002F
8D 01 80    STA $8001
; RETURN $8000 BANK TO PREVIOUS
A9 06       LDA #$06
```

```
8D 00 80    STA $8000
A5 2E       LDA $002E
8D 01 80    STA $8001
```

i'm terrible at this, but does the above code look like this in a SET command?

SET(0x25AE9, 0x4cf39fEAEAEAEA)
SET(0x25FFB, 0xa570100e4ce39cffa9068d0080a9188d01004ce09a)
SET(0x3200d, 0x4cca9f)
SET(0x31fda,
0xa9078d0080a9118d01802095a3a9078d0080a52f8d0180a9068d0080a52e8d0180)

+   Quote

💬 Reply to this topic...

< GO TO TOPIC LISTING