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Possible to "swap" PC and PA?? (NES TSB)

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pass accuracy
 pass control
 tsb

By buck, June 11, 2013 in Hacking Documentation







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buck

DARRELL GREEN

Posted June 11, 2013 (edited)

So, like many before me, I am looking to do a very simple "re-do" of 1990 TSB.



Members **Q** 2,060

6,332 posts Location: Tecmo Super

Street

Tecmo Titles: Lincoln V

(2015)

as the NES TSB game works in it's natural unmodified state: Pass Control (PC) is THEE QBs variable for how "on target" a pass is; and it also is the variable for whether a pass will be "completed or intercepted". (Pass Accuracy (PA) does nothing, without a "hack").

I was considering the usual jstout PA hack - where PC is "target" and PA is "comp/int"...

But I got to thinking - that it would make a guy like Elway TOO good. look at his 1990 stats, off the top of my head - 15 td, 14 ints. Anyways, that shouldn't deserve a 69 "completion/INT" variable!

On to my point/question - I want to implement a version of the jstout "PA Hack" - BUT-"swap" the function of PC with PA for this hack -> So that PC is the "completion/int variable" only and PA becomes "on target" only. It seems like I've seen something discussed like this before (maybe bruddog talked about it?).

so, for the Elway example: he would now throw a 69 (pretty good) "on target" pass, but his "completion/INT" variable would stay the same at 31, which is pretty bad.

I suppose I could just physically swap (cut/paste) the attributes around in TOOL or something and do jstout's hack, but I wanted to keep the attributes looking the same. So, how can that be swapped around behind the scenes in the ROM?

Anybody have ideas how to do it; and does it make sense within the original QB attributes to do this?

Edited June 12, 2013 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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buck

DARRELL GREEN

Posted June 12, 2013 (edited)





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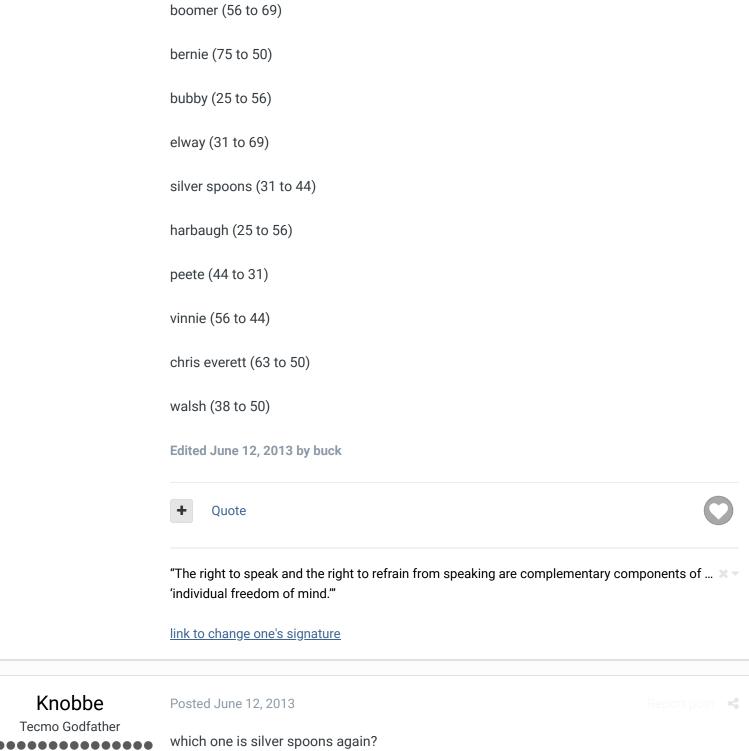
(2015)

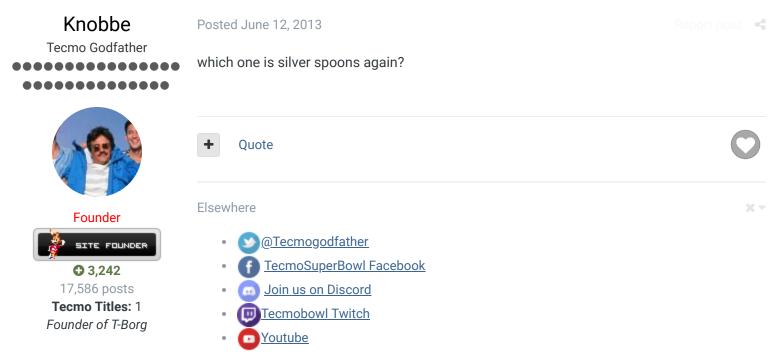
looking through the QBs, I believe this will be a subtle change for most QBs, because most will only differ by +/- a single notch. some of the "best" QBs will not be affected at all (QB BILLS, Montana, moon)

I re-wrote some of the dialog of my 1st post to make things clearer, I hope.

but here are the starting QBs whose "on target" throws would be significantly affected by my suggested mod:

player ("on target" throw change)





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

buck

DARRELL GREEN





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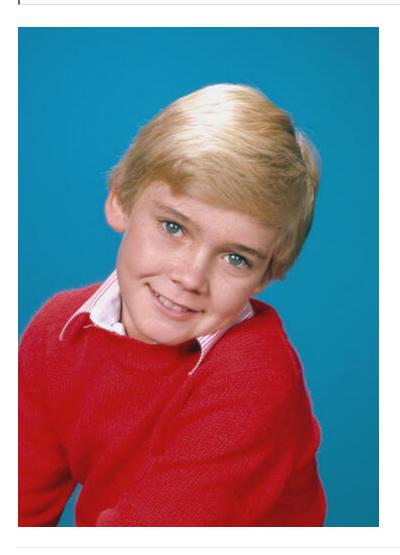
Posted June 12, 2013





On 6/12/2013 at 10:29 AM, Knobbe said:

which one is silver spoons again?



Quote

DFM, Yak and Knobbe reacted to this



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

possible... yes. I had notes on how to do it but don't have them anymore. Would take me a

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bit to inspect the hex to remember how I did my hack.

bruddog

Down with button mashing



Posted June 12, 2013



Moderators

3,074 11,466 posts Location: Ca

Ouote



jstout

Tecmo Super Champion



Members **Q** 92 537 posts Posted June 12, 2013

Change x29FEC from x87 to x88 and change the x88 to x87 in the PC/PA hack to reverse the values. Or you can flip the ratings for all the QBs.

Quote

buck, Yak and guince3800 reacted to this

buck

DARRELL GREEN



Members **Q** 2,060

6,332 posts

Location: Tecmo Super

Street

Tecmo Titles: Lincoln V

(2015)

Posted June 12, 2013 (edited)



Pass Control will now be the "completion/interception" variable and Pass Accuracy will now be "on target" ability variable.

or as jstout would say:

Pass Accuracy= Ability to throw on target Pass Control = Ability to complete a pass

code:

At x29FEC:88 ;new "target" PA read (replaces \$87, PC)At x29E54:2

Edited June 13, 2013 by buck

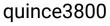






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Starter



Members

151 posts

Posted June 13, 2013 (edited)

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Big help. Bruddog has written that it's possible to shift around the functions belonging/assigned to these different attributes:

He said he'd lost the notes, but it'd be cool if anything could be posted on this.

Edit: The link I'd intended to post is: http://tecmobowl.org/topic/52872-new-base-nes-rom-w-authentic-nfl-experience-hacks/?hl=+experience%20+rom.

I thought I'd written out that I want to know how to combine "jj intercepted" with "completed/deflected/intercepted on non-dive or jump attempt with defender in coverage" in the redone PC rating.

Edited June 14, 2013 by quince3800



Quote



bruddog

Down with button mashing



Posted June 13, 2013

Ya jstout helped me with the locations before i have notes somewhere...on the defensive attribute load



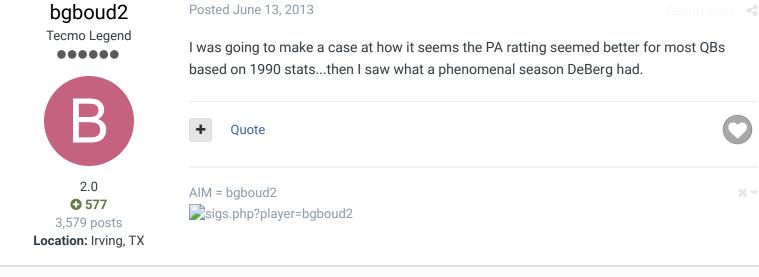


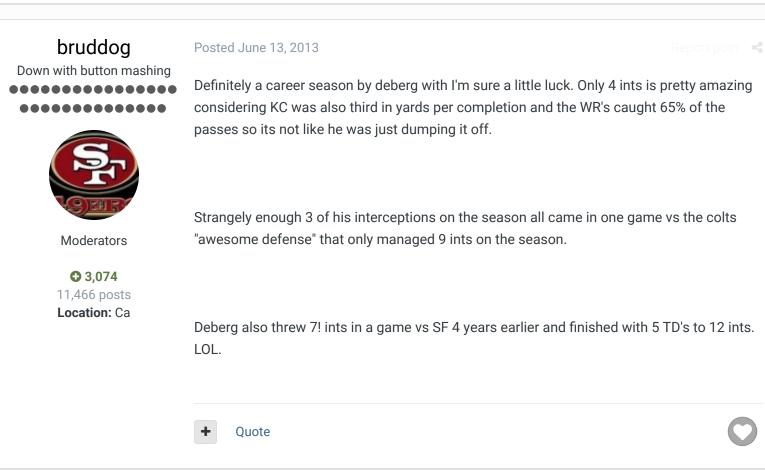
3,07411,466 posts **Location:** Ca

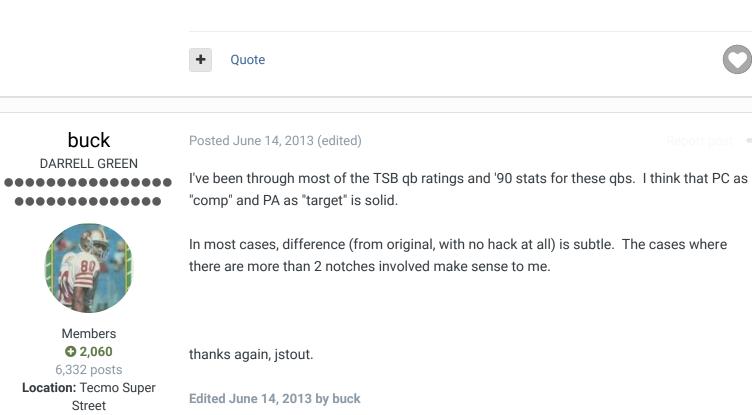
+

Quote









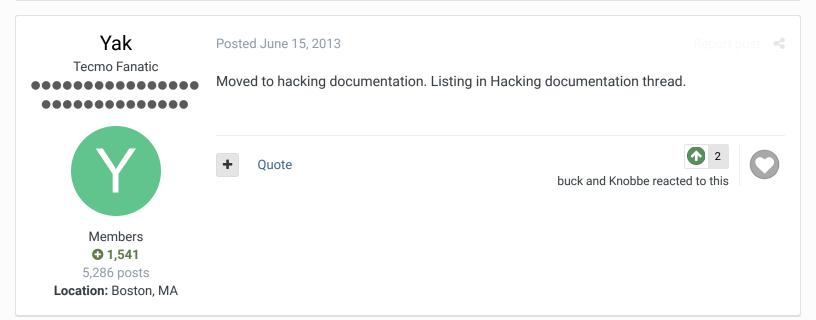






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SIMILAR CONTENT

Monona, WI - 5/16/20 - Tag Team Tecmo II: Rematch!



Monona Tecmo is back Saturday, May 16th at 2 pm at Village Lanes in Monona, WI.

Our second event, Tag Team Tecmo II: Rematch, will be just like the first, but hopefully a little bigger and starting just a little later for traveling players. We hope to attract noobs, seasoned...

(NES) Tecmo Super Bowl -NES (bugs fixed)

By bruddog



View File Tecmo Super Bowl -NES (bugs fixed)

The original rom has been completely rebuilt. DO NOT TRY TO APPLY ANY OF THE HACKS LISTED ONE THE WEBSITE. It is extremely likely they wont't work due to locations in the...



(NES) R.B.I. Baseball 1919

By Baron von Lector

View File R.B.I. Baseball 1919

This ROM commemorates the 1919 baseball season and the Black Sox scandal, 100 years later. The teams included on the ROM are: Cincinnati Reds, Chicago White Sox, New York...

R.B.I. Baseball 1919

By Baron von Lector



This ROM commemorates the 1919 baseball season and the Black Sox scandal, 100 years later. The teams included on the ROM are: Cincinnati Reds, Chicago White Sox, New York Giants, Cleveland Indians, New York Yankees, Chicago Cubs, Pittsburgh Pirates, Detroit Tigers, Washington Senators, and Boston Red Sox.

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