



## Removing Teams from a rom

By swampymux12, May 18, 2013 in ROM Editing Discussion

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**swampymux12**

Member



Members

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22 posts

Posted May 18, 2013 (edited)

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Question for the pros... 😊

How do you remove a team from a rom? I'm trying to knock my league down to 24 teams (2 divisions of 6 teams or 3 divisions of 4 teams in each conference). I've been combing through roms and I see some that have 16 or so teams. I know I can black out 4 teams from the original, but they still show up as selectable and they still basically "exist" as a blank team. I want to realign the whole thing.

I'm a super rookie at this editing/hacking stuff so I may be in over my head, but you gotta start somewhere. I have basically all the editing software I could dig up, so I'm hoping I have the right stuff to make it work. Thanks in advance for the help!

Dang, forgot to mention... NES version...

Edited May 18, 2013 by swampymux12

[Quote](#)

## swampymux12

Member



Members

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22 posts

Posted May 18, 2013 (edited)

Report post

Or if someone was willing to drop in a 24 team rom (4 divisions of 6 teams or 6 of 4) that would be awesome. I can take care of the editing of helmets and logos, just can't figure out the first part...

Edited May 18, 2013 by swampymux12



Quote



## pambazos88

Starter



Members

+123

155 posts

Location: MX

Posted May 18, 2013

Report post

I dont remember seeing a 24 team Rom like that.

You say you are ROOKIE at this, but having "basically" all editing software. Then I guess you're a little familiar with HEX-Editors, right??

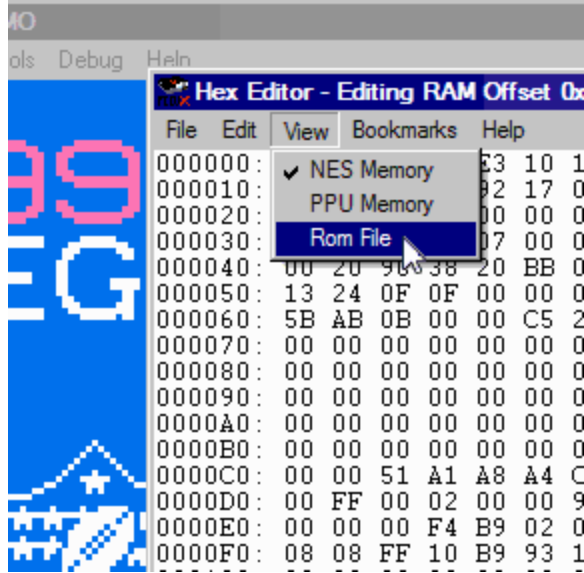
I'm not a PRO, but I can help you a bit with this:

First I recommend you to have your FCEUX EMULATOR. Load your ROM into it (drag&drop)

Then, On its Menu, theres an option that says DEBUG: go to Hex Editor:



then the HEX EDITOR will open in a NEW WINDOW. here, go to its menu and select >VIEW/ Rom File



You can see all the HEX data stopped moving. You are viewing your ROM's data now.

THIS STEP CAUSED ME LOTS OF TROUBLE WHEN I BEGAN, THATS WHY I'M PUTTING IT HERE.

Now you can begin modifying your ROM in PresentTime and check the changes right away in your Emulator screen.

Removing a Team, I think is not possible (its data will still be there), however you can make it unreachable (unselectable) based on the many posts *jstout* and *cxrom* posted about this matter.

But first, there are many "screens" in which your teams appear, and you have to make them Unselectable in all of those.

+ Quote

↑ 3



Knobbe, Bodom and buck reacted to this



```

Hex Editor - Editing ROM Offset 0x022c36
File Edit View Bookmarks Help
0227F0: B9 54 BC 29 80 F0 02 09 FF 65 3

022BE0: AB 85 3F BD F3 AB A8 BD F4 AB AA 4C FC CC E4 AB : ...
022BF0: E9 AB EE AB 03 31 20 50 FF 03 32 20 50 FF 03 20 : ...
022C00: 20 20 FF 69 22 74 22 A9 18 A2 0F 4C A2 C3 AA BD : ...
022C10: 03 AC 60 00 05 09 01 06 0A 02 07 0B 03 08 0C 04 : ...
022C20: 00 0D 0E 13 18 0F 14 19 10 15 1A 11 16 1B 12 17 : ...
022C30: 00 AA BD 26 AC 60 00 05 09 01 06 0A 02 07 0B 03 : ...

```

That "00" stands there for the first TEAM (BILLS), Now change it with a 01 (with the black cursor over the HEX editor, type 01 on your keyboard) and go to your Emulator window, open your TEAM DATA menu in the Game and select the BUF team. You will see the COLTS Team data instead of the BILLS one. This means in case you didnt notice, that youve eliminated the BILLS ROSTER from this screen (their Mini helmet is still there) and now you have to remove it from there to make the team completely UNSELECTABLE.

But the best way to start REMOVING teams is "backwards", I mean starting with the last team the Falcons.

You have the 00 (BILLS) then followed by many numbers in your Hex-Editor :

```

022BF0: E9 AB EE AB 03 31 20 50 FF 03 32 20 50 FF
022C00: 20 20 FF 69 22 74 22 A9 18 A2 0F 4C A2 C3
022C10: 03 AC 60 00 05 09 01 06 0A 02 07 0B 03 08
022C20: 00 0D 0E 13 18 0F 14 19 10 15 1A 11 16 1B
022C30: 00 AA BD 26 AC 60 01 05 09 01 06 0A 02 07
022C40: 08 0C 04 00 0D 0E 13 00 0F 14 18 10 15 19
022C50: 1A 12 17 1B A5 E6 D0 06 A5 30 29 04 F0 0D
022C60: D7 0A 18 69 04 A8 B1 E3 4C 5D AC A9 F0 8D
022C70: 8D 04 02 AD 03 02 18 69 08 8D 07 02 60 A6

```

the best way to see the complete LEAGUE within this bunch of numbers

( 00 05 09 01 06 0A 02 07 0B 03 08 0C 04 00 0D 0E 13 00 0F 14 18 10 15 19 11 16 1A 12 17 1B)

is like this:

00 05 09

01 06 0A

02 07 0B

03 08 0C

04 00 0D

0E 13 00

0F 14 18

10 15 19

11 16 1A

12 17 1B

\*00 ( you know it was for the BILLS) but as you can see on your Team Data corresponds to a blank space as well, and 1B stands for the Atl-FALCONS (last TEAM)

+ Quote

 5

buck, DFM, Bodom and 2 others reacted to this



DFM

Tecmo Legend



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Posted May 18, 2013

Report post 

GREAT write-up! Thanks, pambazos88!

+ Quote



Starter



Members

 123

155 posts

Location: MX

Now you can begin with that. Go to offset (Ctrl+A) **x23B4B** and there's the offset corresponding the "onscreen x-y Coords" (CURSOR setup) for the Teams. provided by *jstout*.

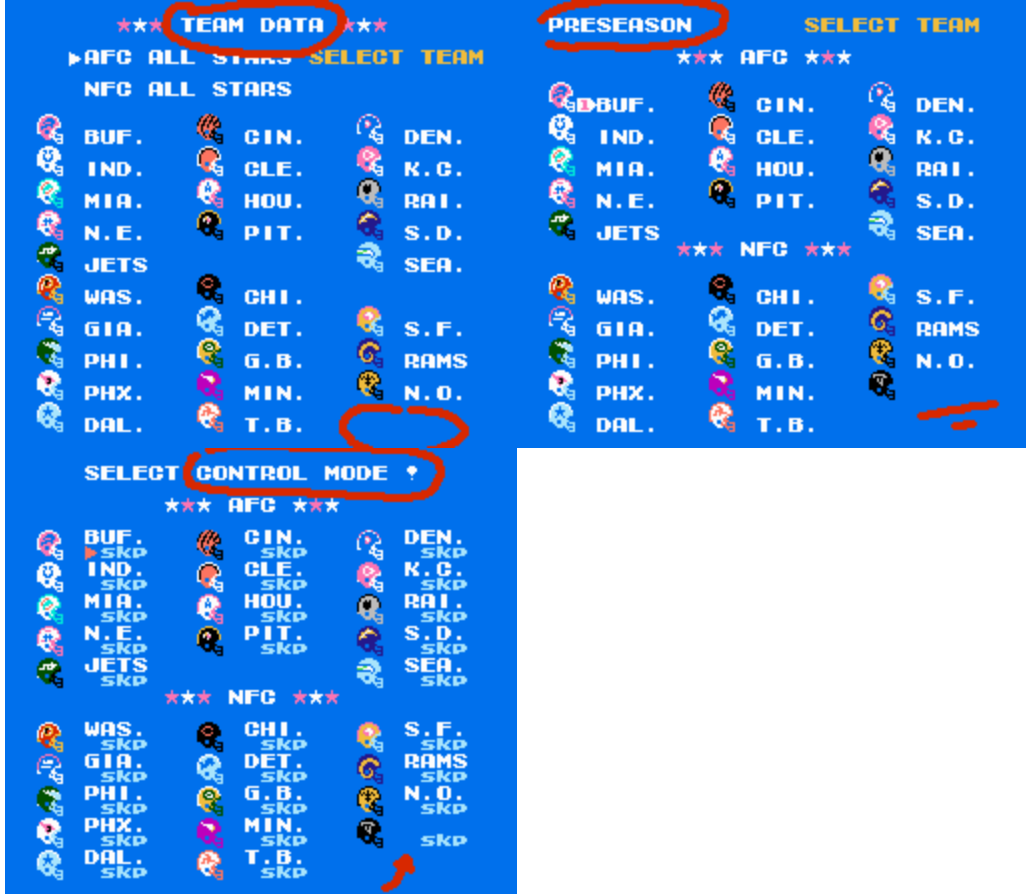
To REMOVE the **FALCONS** from this screen go to offset **x23B93** and you'll see **D8 C0**, those are the coords. for this team. Input **FF FF** over them and go to your Emulator window to see that the *Falcons* have become UNSELECTABLE. The Mini helmet is still there, (you will need to remove it too) but there's no way you can reach it.

In order to remove a Mini Helmet go to offsets **x23D21-x23D58**, where the "x-y" coords. for these helmets are set.

For the ATL helmet go to offset **x23D57** and you'll find these values: **D0 58**. Now I don't remember what's the input value for these helmets (because if you input **FF FF**, the helmet is "re-positioned" to the left-upper-corner, and you can see its facemask over there) so try **00 FF**, I think that'll do the trick.

You will have the Helmet removed from that screen. But it still has the **ATL**. "text" There are many pointers for the text in this Screen, but at offset **x1F8B5-x1F90A** are "SOME" values corresponding to this "texts".

Go to offset **x1F908** and you'll see a **D6**, input **"DD"** over it and this will have this text (**ATL.**) removed from this screen, but also it has been removed from the PRESEASON, and the TEAM CONTROL screens (although the helmet is still there, and you need to remove it from those as well)



Quote



5



Knobbe, Bodom, DFM and 2 others reacted to this

pambazos88

Starter



Members

+ 123

155 posts

Location: MX

Posted May 18, 2013

Report post

On those 2 screen (PRESEASON & CONTROL MODE) you CAN STILL select the FALCONS (because you have NOT YET worked on them) , but in the **TEAM DATA**, YOU **CAN'T** NOW!. It has been **REMOVED** from that screen completely.



Quote



3



buck, Knobbe and DFM reacted to this

pambazos88

Starter



Posted May 18, 2013 (edited)

Report post

On 5/18/2013 at 1:36 PM, swampymux12 said:

Or if someone was willing to drop in a 24 team rom (4 divisions of 6 teams or 6 of 4) that would be awesome. I can take care of the editing of helmets and logos, just can't figure out the first part...



Everyone in here will tell you best way to do it is if YOU DO IT YOURSELF!

So.. back to what you want: a 24 TEAMS (I think 6 teams per Division is almost impossible, but a 4-teams-per-division-rom sounds more feasible..)

In order to achieve what you want with your 24T-rom. At first sight, it would be very easy to REMOVE: NYJ,- , SEA,/ WAS, TB, - - , and although most of the screens would "fit-to-your-wants", the TEAM RANKINGS screen (OF/DEF Rankings) would still be showing those teams you've removed on that particular screen, because it has a more complicated setup (dealing with CONFERENCE and LEAGUE as "blocks").

Or you could have it all rearranged like the 16T-roms, and re-assign AFC's last 4 teams to the NFC, and REMOVING NFC's last 4 teams.

THIS WOULD BE THE BETTER WAY to have it done and NOT SHOWING ANY UNWANTED TEAM on any screen, but I can not help you with the mess that is caused by "swapping" teams through Conferences during the Playoffs (Or you will end up with a "Major BUG" like in my Rom when triggering the search for the Wildcard into another Conference...) BUT anyway , you could ask for their help to see how they achieved the 16T-roms.

So, I'll give you the info. I have on this matter:

### TEAM DATA screen:

**22C36 - 22C53 - TEAM SELECTED** ROSTER shown when "accessed" , ordered by "ROWS" : 00 05 09...(EAST/ CENTRAL/ WEST)

**23B4B - 23B94 - CURSOR SETUP** (x:y coords) Every 2 bytes correspond a team. First offset "x", and the following the "y". (AFC: x23B4D, NFC: 23B53.) Teams start at offset x23B59 ordered by "ROWS" (E/ C/ W)

**23D21 - 23D58 - MINI Helmets coords.** every helmet uses 2 bytes (Y,X). the X seems to be multiplied by 2 to get the actual placement coordinate **\*\*THIS IS BUF-ATL ORDER, first all AFC, then NFC.**

**1E943 - 1E960 - TEXT POSITION** and pointers (this however is set by Divisions)

**1F8B5 - 1F90A - TEXT FORMAT**, Every 3 bytes correspond a team. First offset is for the format, next is the team shown, and the final offset is for the "space" between texts..this data structure is variable length and is \$FE terminated. so inputting FE will close the DIVISION, removing any text from that point.

**\*\*THIS IS BUF-ATL ORDER, first all AFC, then NFC. \*this will also affect the TEXT on the TEAM CONTROL/ PRESEASON screens.**

### PRESEASON screen:

**1F8B5 - 1F90A - TEXT FORMAT**

**22C13 - 22C53 - TEAM SELECTED.** Team that will appear on field ordered by "ROWS" : 00 05 09...(EAST/ CENTRAL/ WEST)

**23E95 - 23ED0 - CURSOR SETUP** (x:y coords) Every 2 bytes correspond a team. First offset "x", and the following the "y". ordered by "ROWS" (E/ C/ W)

**23CE9 - 23D20 - MINI Helmets coords.** every helmet uses 2 bytes (Y,X). the X seems to be multiplied by 2 to get the actual placement coordinate **\*\*THIS IS BUF-ATL ORDER, first all AFC, then NFC.**

**\*this will also affect the MINI helmets on the TEAM CONTROL screen**

### TEAM CONTROL screen:

**1F8B5 - 1F90A - TEXT FORMAT**

**23CE9 - 23D20 - MINI Helmets coords.**

**328F3 - 3292E - CURSOR SETUP** (x:y coords) Every 2 bytes correspond a team. First offset "x", and the following the "y". ordered by "ROWS" (E/ C/ W)

**3292F - 32966 - SKP/MAN/COM/COA TEXT coords.** First offset "x", and the following the "y". BUT it is set into Tile-BLOCKS. **\*\*THIS IS BUF-ATL ORDER, first all AFC, then NFC.**

**325BF - 325D9 - TEAMS ORDER** ordered by "ROWS" (E/ C/ W)

## NFL STANDINGS screen:

**23ADB - 23AE8 - CURSOR SETUP** (x:y coords) Here, it's the setup for the 3 Divisions for each Conf. + the PLAYOFF screen. (7 coords in total) ordered by "ROWS" (E/ C/ W), then the coords for PLAYOFF

**23F6D - 23F78 - TEAM ORDER/ TEAMS PER DIVISION** Every 2 bytes correspond a DIVISION. First offset will be the Division's FIRST team, and the following the NUMBER of teams this division has. ordered by "ROWS" (E/ C/ W) **\*WITH THE RESTRICTION THAT EVERY DIVISION MUST HAVE 4 or 5 TEAMS** (unless you apply that other hack some roms have, which I don't know how)

## TEAM RANKINGS screen:

**NFL TOTAL OFFENSE: 2397C - 2397D 2 offsets.** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **00-BUF, 1C-ATL**)

**AFC OFFENSE: 23980 - 23981 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **00-BUF, 0E-SEA**)

**NFC OFFENSE: 23984 - 23985 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **0F-WAS, 1C-ATL**)

**NFL TOTAL DEFENSE: 23988 - 23989 2 offsets.** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **00-BUF, 1C-ATL**)

**AFC DEFENSE: 2398C - 2398D 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **00-BUF, 0E-SEA**)

**NFC DEFENSE: 23990 - 23991 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **0F-WAS, 1C-ATL**)

**\*BUT**, if you want to remove a team from one of this lists, you can only CUT it from, either the Top, or the Bottom. (making the teams in the middle shown as UNREMOVED)

**\*\*BTW**, when I say this: ordered by "ROWS" : **00 05 09...**(EAST/ CENTRAL/ WEST) it means:

**00=BUF, 05=CIN, 09=DEN**

**01=IND, 06=CLE, 0A=KC.**

**02=MIA, ..and so on. THIS IS ONLY FOR SHOWING THIS ORDER ON-SCREEN ( But the BUF=00 to ATL=1C ORDER is present all the time ) (1C in HEX language = 28 )**

Edited May 19, 2013 by pambazos88

+ Quote



DFM, buck, bruddog and 2 others reacted to this

swampymux12

Member



Posted May 18, 2013

Report post



Members

+ 2

22 posts

pambazos88, Thanks for all the man, I think that should give me a good start towards what I am trying to do. Really appreciate it!!!

+ Quote



## Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

**Tecmo Titles: 1**

Founder of T-Borg

Posted May 19, 2013

Report post

Also refer to this thread <http://tecmobowl.org/topic/7850-removing-teams-from-the-menu/>

+ Quote



Elsewhere



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- [TecmoSuperBowl Facebook](#)
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- [Youtube](#)

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

## TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football

Owners (TFO)

Posted May 20, 2013

Report post

I am posting a 24 team rom on Wednesday. Look for it if you need reference. I dropped the first 2 teams from the AFC (BUF and IND) and the last 2 teams from the NFC (NO and ATL). I added them as "secret" teams in pre-season though.

I don't have any of my documents but if you have questions let me know. Again my 24 Team Rom (titled TFO Football 2013) will be out this Wed.

Thanks 😊

+ Quote



## TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted May 22, 2013

Report post

Added my 24 team rom today. Check it out and see if it helps you. If you have questions let me know 😊

<http://tecmobowl.org/files/file/354-tfo-football-2013/>

+ Quote



## swampymux12

Member



Members

+ 2

22 posts

Posted June 1, 2013 (edited)

Report post

Very cool!

The biggest questions I have (for now... ) are how to change the number of games on the schedule, and how to get your "hidden" teams to not show up on the team rankings screen. Right now that is what has me baffled...

I dropped the Jets, Seahawks, Cowboys, and Buccaneers... is that going to be my problem 😊?

Edited June 1, 2013 by swampymux12

+ Quote



## TheRaja

TFO Chief Operating Officer



Members

+ 73

Posted June 3, 2013

Report post

I'll look it up but the teams you have dropped will not work.

What you want to do is drop the first two teams from the AFC (Bills and Colts) and the last two teams from the NFC (Saints and Falcons). Then you need to reorganize the conference structure to reflect the changes.

273 posts

Owner of the Tecmo Football Owners (TFO)

The reason you have to drop the Bills/Colts/Saints/Falcons from the season is because they are the first and last teams. Then you can reorder the AFC and NFC easily by making them 2 more/less.

I'll find my notes and reply again later to help you out man, but for now know that it has to be the Bills/Colts/Saints/Falcons that are dropped. Then you have to go and reorder the team screens manually.

+ Quote



buck reacted to this



TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted June 3, 2013

Report post

REFERENCE: <http://tecmobowl.org/topic/51680-moving-teams-to-different-divisions/>

On 11/15/2012 at 5:20 PM, jstout said:

For changing the size of divisions you want x23F6D-x23F78 but you'll have to move the teams as well as edit the team select screens. First byte is the team # for the first team in division and second byte is # of teams in division. You'll know its right by checking the season standings.

- 00 05 = Buffalo 5 teams
- 05 04 = Cincinnati 4 teams
- 09 05 = Denver 5 teams
- 0E 05 = Washington 5 teams
- 13 05 = Chicago 5 teams
- 18 04 = San Francisco 4 teams

+ Quote



buck reacted to this



TheRaja

TFO Chief Operating Officer



Posted June 3, 2013

Report post

Also I found out the Team Data information for each team's division is @2E822. You have to change these to have the right Division show in the Team Data area.

+ Quote



buck reacted to this



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

## TheRaja

TFO Chief Operating Officer



Members

+ 73

273 posts

Owner of the Tecmo Football Owners (TFO)

Posted June 3, 2013

Report post

So for [swampymux12](#):

x23F6D-x23F78 for my 24 team Rom shows (02 04 06 04 0A 04 0E 04 12 04 16 04) which is as follows:

02 04 = MIA 4 teams (MIA/NE/JETS/CIN)

06 04 = CLE 4 teams (CLE/HOU/PIT/DEN)

0A 04 = KC 4 teams (KC/RAI/SD/SEA)

0E 04 = WAS 4 teams (WAS/GIA/PHI/PHX)

12 04 = DAL 4 teams (DAL/CHI/DET/GB)

16 04 = MIN 4 teams (MIN/TB/SF/RAMS)

I then updated x2E822-x2E83D to place each team in the right division:

6A 6A 6A 6A 6A 6A 6B 6B 6B 6B 6C 6C 6C 6C 6A 6A 6A 6A 6B 6B 6B 6B 6C 6C 6C 6C 6C

6A = East

6B = Central

6C = West

I didn't care about the first two teams or last two teams in x2E822-x2E83D because in my rom there is no way for someone to get to their Team Data Screens so I didn't care about what Division they are from.

Hope this helps. I will look up some more but the hardest part of the 24 team rom is fixing the Preseason/TeamData/TeamControl screens to look correct. That took me a VERY long time.

+ Quote

2



buck and pambazos88 reacted to this

## TheRaja

TFO Chief Operating Officer



Posted June 3, 2013

Report post

Oh I forgot to post this so you know how to fix the AFC/NFC split:

AFC CHANGES:

X2397c change from 00 1C to 02 1A

X23980 change from 00 0E to 02 0E

X23984 change from 0E 1C to 0E 1A

Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

NFC CHANGES:

X23988 change from 00 1C to 02 1A

X2398C change from 00 0E to 02 0E

X23990 change from 0E 1C to 0E 1A

This will change the AFC to be 12 teams (from MIA to SEA) and the NFC to be 12 teams (WAS to RAMS). This will drop BUF/IND/NO/ATL from these conferences and their stats will not count in the mix for things like NFL Team Leaders.

I also removed those 4 teams from the schedule (I used TSB Supreme for my schedule changes) so that the players get no stats during the Season.

+ Quote



buck reacted to this



TheRaja

TFO Chief Operating Officer



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

Posted June 3, 2013

Report post

Also change x2331B to x0A instead of x0B. I had an issue with Playoffs not working and [jstout](#) found that it had to do with since we are using less teams the wildcard sorting needed to be lowered.

+ Quote



buck reacted to this



TheRaja

TFO Chief Operating Officer



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

Posted June 3, 2013

Report post

One last note (i posted alot...) is that you are FORCED to have 17 weeks in your schedule and you must have atleast 1 game per week. So you will need to split your schedule based on how many games you want. For my 24 team rom we did an 11 week schedule, but since I was forced to have 17 weeks in the rom I gave teams basically 6 weeks of bye weeks. You must have atleast 1 game per week. So my 11 week schedule looks like this when I put it into the 17 week schedule:

WEEK 1

patriots at dolphins

49ers at rams

WEEK 2

bengals at jets

broncos at oilers

steelers at browns  
chiefs at raiders  
chargers at seahawks  
cardinals at redskins  
eagles at giants  
packers at bears  
lions at cowboys  
vikings at buccaneers

#### WEEK 3

seahawks at bengals  
dolphins at browns  
patriots at oilers  
chiefs at steelers  
broncos at raiders  
jets at chargers  
rams at cardinals  
redskins at cowboys  
giants at bears  
lions at vikings  
packers at buccaneers  
eagles at 49ers

#### WEEK 4

steelers at broncos  
cowboys at bears

#### WEEK 5

jets at dolphins  
bengals at patriots  
browns at oilers  
chargers at chiefs  
seahawks at raiders  
eagles at redskins  
cardinals at giants  
lions at packers  
49ers at vikings  
rams at buccaneers

#### WEEK 6

steelers at patriots  
raiders at bengals  
chargers at browns  
dolphins at oilers  
seahawks at broncos  
jets at chiefs  
lions at giants  
buccaneers at cardinals



49ers at cowboys  
redskins at bears  
rams at packers  
eagles at vikings

#### WEEK 7

raiders at chargers  
buccaneers at vikings

#### WEEK 8

patriots at jets  
dolphins at bengals  
oilers at steelers  
browns at broncos  
chiefs at seahawks  
redskins at cardinals  
giants at eagles  
bears at lions  
cowboys at packers  
rams at 49ers

#### WEEK 9

cardinals at jets  
packers at steelers  
buccaneers at chiefs  
vikings at raiders  
patriots at redskins  
giants at dolphins  
cowboys at oilers  
rams at chargers  
bengals at eagles  
browns at bears  
broncos at lions  
seahawks at 49ers

#### WEEK 10

oilers at browns  
eagles at cardinals

#### WEEK 11

dolphins at jets  
patriots at bengals  
broncos at steelers  
chiefs at chargers  
raiders at seahawks  
redskins at giants  
cowboys at lions  
bears at packers

buccaneers at 49ers  
vikings at rams

#### WEEK 12

browns at patriots  
raiders at jets  
bengals at broncos  
dolphins at chiefs  
steelers at chargers  
oilers at seahawks  
cowboys at giants  
49ers at lions  
cardinals at packers  
redskins at vikings  
eagles at buccaneers  
bears at rams

#### WEEK 13

jets at bengals  
packers at lions

#### WEEK 14

dolphins at patriots  
browns at steelers  
oilers at broncos  
seahawks at chargers  
raiders at chiefs  
redskins at eagles  
giants at cardinals  
bears at cowboys  
vikings at 49ers  
buccaneers at rams

#### WEEK 15

buccaneers at dolphins  
cowboys at patriots  
vikings at bengals  
bears at steelers  
packers at seahawks  
raiders at redskins  
broncos at giants  
chargers at eagles  
chiefs at cardinals  
oilers at lions  
browns at 49ers  
jets at rams

#### WEEK 16

seahawks at chiefs  
giants at redskins

WEEK 17

bengals at dolphins  
jets at patriots  
broncos at browns  
steelers at oilers  
chargers at raiders  
cardinals at eagles  
packers at cowboys  
lions at bears  
rams at vikings  
49ers at buccaneers

-If you added them up every team has 11 games, and 4 teams are missing  
(BUF/IND/ATL/NO)

Hope that helps. If you have other questions let me know I'll try to help. I moved my TFO league to a 28 team 17 week season for next year so I no longer need to hack the rom in this way instead I'm gonna use the normal base rom.

+ Quote ↑ 2 ♥  
pambazos88 and buck reacted to this

**pambazos88**

Starter



Members

+ 123

155 posts

Location: MX

Posted June 3, 2013

Report post

✓ On 6/3/2013 at 9:10 AM, TheRaja said:

Also change x2331B to x0A instead of x0B. I had an issue with Playoffs not working and [jstout](#) found that it had to do with since we are using less teams the wildcard sorting needed to be lowered.

Man, could you please give me a "deeper" explanation on this "issue" , because I just dont get it.

+ Quote ♥

**TheRaja**

TFO Chief Operating Officer



Posted June 3, 2013

Report post

✓ On 6/3/2013 at 10:56 AM, pambazos88 said:

Man, could you please give me a "deeper" explanation on this "issue" , because I just dont get it.

Sure.

Members

+ 73

273 posts

Owner of the Tecmo Football  
Owners (TFO)

Since my rom (TFO Football 2013... go download TODAY) is a 24 team rom I had to cut 4 teams. After looking at the code and how teams were handled I found it best to cut the 2 first teams from AFC (BUF/IND) and last two teams from NFC (ATL/NO).

This was all fine until I ran into a strange and rare issue of a "tie" for a Wildcard spot. The spot was corrupted because when the Playoffs were checking who would be eligible it was looking at more teams then actually existed.

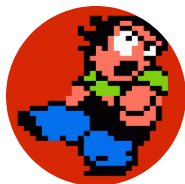
The day I found this out I went insane and finally posted on the boards looking for help (<http://tecmobowl.org/topic/53993-help-playoffs-not-triggering-6th-wildcard-correctly/>). jstout was kind enough to see the mathematical error in how the playoffs was calculating the last wildcard and gave me the x2331B address to change to x0A instead of x0B. That fixed the issue I was having.

+ Quote



swampymux12

Member



Members

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22 posts

Posted June 6, 2013

Report post

Raja,

Thanks for the time man. I'm not real good at this yet so i'm probably just going to have to leave it with some blank spots in the team ranking screen. I just dropped the 4 i did for that reason, i didn't want to have to try and realign everything. This is my first rom i am working on so i'm going around things as easy as I can 😊 I'm to the point where i have all my large and mini helmets done, so I don't want to have to do a bunch of them over. I got the teams off the schedule, so the only thing is I have 4 blank spots show up on my rankings screen, but it's really not a big deal, mainly cosmetic. If i do another smaller rom, i'll def have to cut the right teams, i thought that may be the case when you were talking about your rom.

definitely appreciate the help, I'm trying to learn as i go, so any knowledge guys like you give is greatly valued!

+ Quote



TheRaja

TFO Chief Operating Officer



Posted June 6, 2013

Report post

NP man. Anything to help a fellow Tecmo'er 😊



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

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Dusto

Starter



Members

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122 posts

Posted January 22, 2014

Report post

Sorry to dig this up from the depths. I think I've definitely got the removal of teams from the menu part down easily so that they aren't selectable. My follow up question is, if I then remove them from the schedule, is that enough to eliminate them from consideration in any playoff picture scenario and for leader board consideration.

Example. Buffalo is no longer selectable from team control. They are removed from any games on the schedule. Can the playoff trigger happen or does it error out on the fact buffalo is 0 and 0.

I'm guessing in extreme (probably QA/test only scenarios), where an entire division went 0 -16 that the Buffalo bills could suddenly appear as division winners. But I'm not so worried about that case.

TLDR:

Is Team Control, Team Data and Schedule effectively all that's required to remove a team?

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2

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## Removing Teams from a rom

By swampymux12, May 18, 2013 in ROM Editing Discussion

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### TheRaja

TFO Chief Operating Officer



Members

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273 posts

Owner of the Tecmo Football Owners (TFO)

Posted January 26, 2014

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You will want to remove them from the standings and leader boards too. I found it annoying that the teams I removed were at the top of the Defense Leader Board all the time (they had 0 yards against them afterall).

On 5/18/2013 at 6:41 PM, pambazos88 said:

#### NFL STANDINGS screen:

**23ADB - 23AE8 - CURSOR SETUP** (x:y coords) Here, it's the setup for the 3 Divisions for each Conf. + the PLAYOFF screen. (7 coords in total) **ordered by "ROWS" (E/ C/ W), then the coords for PLAYOFF**

**23F6D - 23F78 - TEAM ORDER/ TEAMS PER DIVISION** Every 2 bytes correspond a DIVISION. First offset will be the Division's FIRST team, and the following the NUMBER of teams this division has. **ordered by "ROWS" (E/ C/ W) \*WITH THE RESTRICTION THAT EVERY DIVISION MUST HAVE 4 or 5 TEAMS** (unless you apply that other hack some roms have, which I don't know how)

#### TEAM RANKINGS screen:

**NFL TOTAL OFFENSE: 2397C - 2397D 2 offsets.** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **00-BUF, 1C-ATL**)

**AFC OFFENSE: 23980 - 23981 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **00-BUF, 0E-SEA**)

**NFC OFFENSE: 23984 - 23985 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default **0F-WAS,**

1C-ATL)

**NFL TOTAL DEFENSE: 23988 - 23989 2 offsets.** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default 00-BUF,

1C-ATL)

**AFC DEFENSE: 2398C - 2398D 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default 00-BUF, 0E-SEA)

**NFC DEFENSE: 23990 - 23991 2 offsets** First offset corresponds to the FIRST team this screen will show, the second offset will be for the LAST team shown on this list. (default 0F-WAS, 1C-ATL)

**\*BUT**, if you want to remove a team from one of this lists, you can only CUT it from, either the Top, or the Bottom. (making the teams in the middle shown as UNREMOVED)

**\*\*BTW**, when I say this: **ordered by "ROWS" : 00 05 09...(EAST/ CENTRAL/ WEST)** it means:  
**00=BUF, 05=CIN, 09=DEN**  
**01=IND, 06=CLE, 0A=KC.**  
**02=MIA, ..and so on. THIS IS ONLY FOR SHOWING THIS ORDER ON-SCREEN ( But the BUF=00 to ATL=1C ORDER is present all the time ) (1C in HEX language = 28 )**



Quote



adscl84

Promising Rookie



Members

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96 posts

Posted January 5, 2015 (edited)

Report post

Sorry to dig up a year old topic, but I came across some more information that should be helpful.

As you know, I've been screwing around a lot trying to make different roms (just to mess around with the game for the sole purpose of messing around with the game). I'm making a 20 rom team based mostly off of the 16 team rom I've been working on, but I found an issue on the preseason and team control screens that I was able to find a fix for.

Using the methods outlined in this thread, I was able to get everything the way I needed. It seemed that the rom did not like having five teams in the AFC central, as I did not ever have this issue when there were four teams there. No matter what I did with the hex x1f8b5 I couldn't keep a "]" looking character from appearing where Denver's text would be. By changing x1e94d to x79, I was able to get rid of it on the team data screen only. I then noticed some very similar strings of hex:

**x1e345 to x1e362 -- affects the text position on the team control screen**

**x1e23f to x1e25c -- affects the text position on the preseason screen**



I may be way off here, but just like the text at x1e943 it looks like each string of five bytes correlates to each division, with the first two bytes in each string seemingly being coordinates for the text. For the team data screen, I subtracted x0A from the first byte corresponding to the AFC West and it made the character disappear.

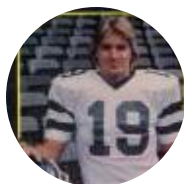
My issue was that messing with that first byte on the other two screens froze the game or caused wacky glitches. Instead I had to change the second byte (I just added x0A) for the other two screens, and that took care of the issue.

Edited December 16, 2015 by adscl84

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DFM reacted to this

fgqb#19nyj

Promising Rookie



Members

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77 posts

Posted May 31, 2017

Report post

After removing teams, how do you adjust the remaining teams in order so that divisions are grouped together like they should be? I removed the Bills, Bengals, Broncos and the Falcons and restored them in place of other teams so that I could eliminate the first and last teams in team rankings, but I'm having problems on the preseason and team control screens, especially with the cursor not starting off on the first team like it should be, which is now the Colts.



PRESEASON

SELECT TEAM

\*\*\* AFC \*\*\*

 BAL.  
 MIA.  
 N.E.  
 JETS

 BUF.  
 CLE.  
 HOU.  
 PIT.

 CIN.  
 K.C.  
 OAK.  
 S.D.  
 DEN.

\*\*\* NFC \*\*\*

 WAS.  
 G.I.A.  
 PHI.  
 STL.  
 DAL.

 CHI.  
 DET.  
 G.B.  
 MIN.  
 ATL.

 S.F.  
 L.A.  
 N.O.

SELECT CONTROL MODE

\*\*\* AFC \*\*\*

 BAL.  
 MIA.  
 N.E.  
 JETS

 BUF.  
 CLE.  
 HOU.  
 PIT.

 CIN.  
 K.C.  
 OAK.  
 S.D.  
 DEN.

\*\*\* NFC \*\*\*

 WAS.  
 G.I.A.  
 PHI.  
 STL.  
 DAL.

 CHI.  
 DET.  
 G.B.  
 MIN.  
 ATL.

 S.F.  
 L.A.  
 N.O.



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