Removing Teams from the Menu

By cxrom, December 18, 2006 in Hacking Documentation

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Location: Phoenix, AZ

Posted December 18, 2006

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Knobbe 5/6/2011 - I merged two topics here so it might now flow well
This is for "Team Data" menu
order: Bills, Bengals, Broncos, Colts, Browns, Chiefs, Dolphins, Oilers,
Raiders, Patriots, Steelers, Chargers, Jets, (blank1), Seahawks,
Redskins, Bears, (blank2), Giants, Lions, 49ers, Eagles, Packers,
Rams, Cardinals, Vikings, Saints, Cowboys, Buccaneers, Falcons
(blank1) = not used (between Steelers and Bears)
(blank2) = not used (between Seahawks and 49ers)
RAM offsets

$E3 = cursor current Y position
$E4 = cursor current X position
ROM offsets

22C36 - 22C53 [offset] (uses "order")
23B4B Y dimension
23B4C X dimension
23B4D - 23B4E AFC [YX]
23B4F - 23B50 not used
23B51 - 23B52 not used
23B53 - 23B54 NFC [YX]
23B55 - 23B56 not used
23B57 - 23b58 not used
23B59 - 23B94 rest of teams [YX] (uses "order")
Notes

[offset] is an index to identify the team thats being manipulated.
00 = Bills
... ...
04 = Jets
05 = Bengals
... ...
1B = Falcons
1C = AFC
1D = NFC
1E - 21 = Reserved (Expansion Teams)
22 - FF = Unknown results
the Y and X dimensions tell the game how many cursor coordinates the current menu has (for this screen, the defaults are $0C $03).
[YX] is 2 bytes per entry and defines coordinates to set the cursor to
Layout
---
00 [01] [02]
03 [04] [05]
06 07 08
09 10 11
12 13 14
15 16 17
18 [19] 20
21 22 [23]
24 25 26
27 28 29
30 31 32
33 34 35
[xx] = not used
Explanation...
---
when the player chooses the "Team Data", $E3 and $E4 are initialized to $00 and $00. this has the effect of setting the cursor to "AFC Team Data."
every frame, a subroutine is called (i'll post the addressess when i get home) to compute which index into the [YX] array to use for the cursor.
moving the cursor changes $E3 and $E4. when a team is selected, another subroutine is called to compute which index into [offset] is needed. this [offset] value is used for indexing/indirection.
i've expanded the size of the menu, and im looking into how the mini-helmets and abbreviated team names are positioned so i can redesign the team select screen (to possibly keep the teams grouped by division). all the other menus follow a similar format, but i've only messed with the "Team Data" one so far.

cxrom

Veteran

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Location: Phoenix, AZ

Posted December 19, 2006

Report post

i like Fceuxdsp because it also has symbolic debugging and conditional breakpoints.
Preseason
mostly the same order as "Team Data"
23E93 Y dimension of "Preseason"
23E94 X dimension of "Preseason"
23E95 - 23E96 Bills
23E97 - 23E98 Bengals
23E99 - 23E9A Broncos
23E9B - 23E9C Colts
23E9D - 23E9E Browns
23E9F - 23EA0 Chiefs
23EA1 - 23EA2 Dolphins
23EA3 - 23EA4 Oilers
23EA5 - 23EA6 Raiders
23EA7 - 23EA8 Patriots
23EA9 - 23EAA Steelers
23EAB - 23EAC Chargers
23EAD - 23EAE Jets
23EAF - 23EB0 not used
23EB1 - 23EB2 Seahawks
23EB3 - 23EB4 Redskins
23EB5 - 23EB6 Bears
23EB7 - 23EB8 49ers
23EB9 - 23EBA Giants
23EBB - 23EBC Lions
23EBD - 23EBE Rams
23EBF - 23EC0 Eagles
23EC1 - 23EC2 Packers
23EC3 - 23EC4 Saints
23EC5 - 23EC6 Cardinals
23EC7 - 23EC8 Vikings
23EC9 - 23ECA Falcons
23ECB - 23ECC Cowboys
23ECD - 23ECE Buccaneers
23ECF - 23ED0 not used

+ Quote

2

pambazos88 and buck reacted to this

GRG

Veteran

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I was playing around with this last night. I found the preseason and team control areas by searching for 0A03. The team control is at 328F3, if you haven't found it already.

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buck reacted to this

cxrom
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Members
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373 posts
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23D21 - 23D58
this is the coordinates for the small helmets on the "Team Data" screen. every helmet uses 2 bytes (Y,X). the X seems to be multiplied by 2 to get the actual placement coordinate.

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1
buck reacted to this

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Members
19
373 posts
Location: Phoenix, AZ

Posted December 22, 2006

Report post

0x1E943 - 0x1E960 Text position and pointers
there are 6 text data "groups" (1 for each division, 5 bytes each):
the 1st and 2nd bytes control positioning of the text
the 3rd byte is control character (default: $FD), not sure what it does though
the 4th and 5th bytes are pointers to "Text values and formatting"
0x1F8B5 - 0x1F90A Text values and formatting
this data structure is variable length and is $FE terminated. so:
D6 00 B1 D6 01 B1 D6 02 B1 D6 03 B1 D6 04 FE
is:

```
BUF

IND

MIA

N.E.

JETS
```

$D6 is a control character. changing this value can achieve some cool effects or glitch the game...just have to test it out. $Bx is another control character that moves the target screen position down "x" rows. changing all $B1 to $B2 gives you:

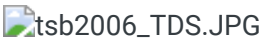
```
BUF

IND

MIA

N.E.

JETS
```

the values between the $D6 and $B1 bytes is the index to which team name should written at the current position.
if you change the length of any stream (there are 6 total) you must update the pointers in the 0x1E943 - 0x1E960 data.

all 32 teams work, i just need to put some finishing touches on the display. then onto preseason...

jstout

Tecmo Super Champion

Members
92
537 posts

Posted December 23, 2006

sav file location listed (during game must add x6000 to value)
During a game (Stats Format is different from below, I'll detail later):
x406 to x50A = Player 1 Stats, Injuries, and Conditions
x50B to x60F = Player 2 Stats, Injuries, and Conditions

```
x69B to x6B6 = Team player type (Season)
       x00 = MAN
       x01 = COA
       x02 = COM
       x03 = SKP
```

x6BE = SAV File Checksum
x758 = Current Game Week (Season)
x759 = Current Game # (Season)
x75A to x775 = Current Week Matchups (Team #s in hex)
Team Start Locations:
BUF = x7AE
IND = x87E
MIA = x94E
NE = xA1E
JETS = xAEE
CIN = xBBE
CLE = xC8E
HOU = xD5E
PIT =xE2E
DEN = x1002
KC = x10D2
RAI = x11A2
SD = x1272
SEA = x1342
WAS = x1412
GIA = x14E2
PHI = x15B2
PHX = x1682
DAL = x1752
CHI = x1822
DET = x18F2
GB = x19C2
MIN = x1A92
TB = x1B62
SF = x1C32
RAMS = x1D02
NO = x1DD2
ATL = x1EA2

```
Buffalo Bills Info:
QB1:
x7AE = Passing Attempts (x00 to xFF) (Passing Attempts + Modifier displa
x7AF = Passing Completions (x00 to xFF) (Passing Completions + Modifier
x7B0 = Passing TDs and Passing Attempts Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7B1 = Passing INTs and Passing Completions Modifier (x00 to xFF)
       x00 = 0 INTs and Modifier 256 * 0
       x01 = 0 INTs and Modifier 256 * 1
       x02 = 0 INTs and Modifier 256 * 2
```

```
       x03 = 0 INTs and Modifier 256 * 3

       x04 = 1 INTs and Modifier 256 * 0 ...
x7B2 = Passing Yards (x00 to xFF) (Passing Yards + Modifier displayed)
x7B3 = Rushing Attempts (x00 to xFF)
x7B4 = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier displayed)
x7B5 = Passing Yards Modifier and Rushing Yards Modifier (x00 to xFF)
       x00 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 0
       x01 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 1
       x02 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 2
       x03 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 3
       x04 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 4
       x05 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 5
       x06 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 6
       x07 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 7
       x08 = Passing Modifier 256 * 1 and Rushing Modifier 256 * 0 ...
x7B6 = Rushing TDs (x00 to xFF where x00 to x03 = 0, x04 to x07 = 1, ...
QB2:
x7B7 = Passing Attempts (x00 to xFF) (Passing Attempts + Modifier displa
x7B8 = Passing Completions (x00 to xFF) (Passing Completions + Modifier
x7B9 = Passing TDs and Passing Attempts Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7BA = Passing INTs and Passing Completions Modifier (x00 to xFF)
       x00 = 0 INTs and Modifier 256 * 0
       x01 = 0 INTs and Modifier 256 * 1
       x02 = 0 INTs and Modifier 256 * 2
       x03 = 0 INTs and Modifier 256 * 3
       x04 = 1 INTs and Modifier 256 * 0 ...
x7BB = Passing Yards (x00 to xFF) (Passing Yards + Modifier displayed)
x7BC = Rushing Attempts (x00 to xFF)
x7BD = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier displayed)
x7BE = Passing Yards Modifier and Rushing Yards Modifier (x00 to xFF)
       x00 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 0
       x01 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 1
       x02 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 2
       x03 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 3
       x04 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 4
       x05 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 5
       x06 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 6
       x07 = Passing Modifier 256 * 0 and Rushing Modifier 256 * 7
       x08 = Passing Modifier 256 * 1 and Rushing Modifier 256 * 0 ...
x7BF = Rushing TDs (x00 to xFF where x00 to x03 = 0, x04 to x07 = 1, ...
RB1:
x7C0 = Receptions (x00 to xFF)
```

```
x7C1 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x7C2 = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7C3 = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x7C4 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x7C5 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x7C6 = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x7C7 = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x7C8 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x7C9 = Rush Attempts (x00 to xFF)
```

```
x7CA = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x7CB = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
RB2:
x7CC = Receptions (x00 to xFF)
x7CD = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x7CE = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7CF = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x7D0 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x7D1 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x7D2 = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x7D3 = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x7D4 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
```

```
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x7D5 = Rush Attempts (x00 to xFF)
x7D6 = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x7D7 = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
RB3:
x7D8 = Receptions (x00 to xFF)
x7D9 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x7DA = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7DB = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x7DC = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x7DD = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x7DE = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x7DF = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x7E0 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
```

```
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x7E1 = Rush Attempts (x00 to xFF)
x7E2 = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x7E3 = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
RB4:
x7E4 = Receptions (x00 to xFF)
x7E5 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x7E6 = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7E7 = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x7E8 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x7E9 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
```

```
       x08 = 1 TDs and Modifier 256 * 0 ...
x7EA = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x7EB = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x7EC = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x7ED = Rush Attempts (x00 to xFF)
x7EE = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x7EF = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
WR1:
x7F0 = Receptions (x00 to xFF)
x7F1 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x7F2 = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7F3 = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x7F4 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
```

```
x7F5 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x7F6 = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x7F7 = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x7F8 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x7F9 = Rush Attempts (x00 to xFF)
x7FA = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x7FB = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
WR2:
x7FC = Receptions (x00 to xFF)
x7FD = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x7FE = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
```

```
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x7FF = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x800 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x801 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x802 = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x803 = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x804 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x805 = Rush Attempts (x00 to xFF)
x806 = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x807 = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
```

```
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
WR3:
x808 = Receptions (x00 to xFF)
x809 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x80A = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x80B = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x80C = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x80D = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x80E = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x80F = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x810 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
```

```
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x811 = Rush Attempts (x00 to xFF)
x812 = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x813 = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
WR4:
x814 = Receptions (x00 to xFF)
x815 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x816 = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x817 = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x818 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x819 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x81A = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x81B = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x81C = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
```

```
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x81D = Rush Attempts (x00 to xFF)
x81E = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x81F = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
TE1:
x820 = Receptions (x00 to xFF)
x821 = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x822 = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x823 = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x824 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x825 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x826 = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
```

```
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x827 = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x828 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x829 = Rush Attempts (x00 to xFF)
x82A = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x82B = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
TE2:
x82C = Receptions (x00 to xFF)
x82D = Receiving Yards (x00 to xFF) (Receiving Yards + Modifier displaye
x82E = Receiving TDs and Punt Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
x82F = Kick Returns (x00 to xFF)
         x00 = 0 Returns
       x01 = 0 Returns
       x02 = 1 Returns ...
x830 = Kick Return Yards (x00 to xFF) (Kick Return Yards + Modifier disp
x831 = Kick Return TDs and Kick Return Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
```

```
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 1 TDs and Modifier 256 * 0 ...
x832 = Punt Returns and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 Punt Returns and Modifier 256 * 0
       x01 = 0 Punt Returns and Modifier 256 * 1
       x02 = 0 Punt Returns and Modifier 256 * 2
       x03 = 0 Punt Returns and Modifier 256 * 3
       x04 = 1 Punt Returns and Modifier 256 * 0 ...
x833 = Punt Return Yards (x00 to xFF) (Punt Return Yards + Modifier disp
x834 = Punt Return TDs and Receiving Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 0 TDs and Modifier 256 * 4
       x05 = 0 TDs and Modifier 256 * 5
       x06 = 0 TDs and Modifier 256 * 6
       x07 = 0 TDs and Modifier 256 * 7
       x08 = 0 TDs and Modifier 256 * 8
       x09 = 0 TDs and Modifier 256 * 9
       x0A = 0 TDs and Modifier 256 * 10
       x0B = 0 TDs and Modifier 256 * 11
       x0C = 0 TDs and Modifier 256 * 12
       x0D = 0 TDs and Modifier 256 * 13
       x0E = 0 TDs and Modifier 256 * 14
       x0F = 0 TDs and Modifier 256 * 15
       x10 = 1 TDs and Modifier 256 * 0 ...
x835 = Rush Attempts (x00 to xFF)
x836 = Rushing Yards (x00 to xFF) (Rushing Yards + Modifier is displayed
x837 = Rushing TDs and Rushing Yards Modifier (x00 to xFF)
       x00 = 0 TDs and Modifier 256 * 0
       x01 = 0 TDs and Modifier 256 * 1
       x02 = 0 TDs and Modifier 256 * 2
       x03 = 0 TDs and Modifier 256 * 3
       x04 = 1 TDs and Modifier 256 * 0 ...
RE:
x838 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x839 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
```

```
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x83A = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
NT:
x83B = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x83C = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x83D = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
LE:
x83E = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x83F = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
```

```
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x840 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
ROLB:
x841 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x842 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x843 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
RILB:
x844 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x845 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
```

```
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x846 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
LILB:
x847 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x848 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x849 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
LOLB:
x84A = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x84B = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
```

```
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x84C = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
RCB:
x84D = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x84E = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x84F = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
LCB:
x850 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x851 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
```

```
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x852 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
FS:
x853 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x854 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x855 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
SS:
x856 = Sacks and INT Modifier (x00 to xFF)
       x00 = 0 Sacks and Modifier 16 * 0
       x01 = 0 Sacks and Modifier 16 * 1
       x02 = 1 Sacks and Modifier 16 * 0 ...
x857 = INTs, INT TDs, and INT Yards Modifier (x00 to xFF) (INTs + Modifi
       x00 = 0 INTs, 0 TDs, and Modifier 256 * 0
       x01 = 0 INTs, 0 TDs, and Modifier 256 * 1
```

```
       x02 = 0 INTs, 1 TDs, and Modifier 256 * 0
       x03 = 0 INTs, 1 TDs, and Modifier 256 * 1
       x04 = 0 INTs, 2 TDs, and Modifier 256 * 0
       x05 = 0 INTs, 2 TDs, and Modifier 256 * 1
       x06 = 0 INTs, 3 TDs, and Modifier 256 * 0
       x07 = 0 INTs, 3 TDs, and Modifier 256 * 1
       x08 = 0 INTs, 4 TDs, and Modifier 256 * 0
       x09 = 0 INTs, 4 TDs, and Modifier 256 * 1
       x0A = 0 INTs, 5 TDs, and Modifier 256 * 0
       x0B = 0 INTs, 5 TDs, and Modifier 256 * 1
       x0C = 0 INTs, 6 TDs, and Modifier 256 * 0
       x0D = 0 INTs, 6 TDs, and Modifier 256 * 1
       x0E = 0 INTs, 7 TDs, and Modifier 256 * 0
       x0F = 0 INTs, 7 TDs, and Modifier 256 * 1
       x10 = 1 INTs, 0 TDs, and Modifier 256 * 0 ...
x858 = INT Yards (x00 to xFF) (INT Yards + Modifier is displayed)
K:
x859 = XP Attempts (x00 to xFF) *Repeats over at x64
x85A = XP Made (x00 to xFF)
x85B = FG Attempts (x00 to xFF) *Repeats over at x64
x85C = FB Made (x00 to xFF)
P:
x85D = Punts (x00 to xFF)
x85E = Punt Yards (x00 to xFF) (Punt Yards + Modifier is displayed)
x85F = Punt Yards Modifier (x00 to xFF)
       x00 = Modifier 256 * 0
       x01 = Modifier 256 * 1
       x02 = Modifier 256 * 2
       x03 = Modifier 256 * 3
       x04 = Modifier 256 * 4
       x05 = Modifier 256 * 5
       x06 = Modifier 256 * 6
       x07 = Modifier 256 * 7
       x08 = Modifier 256 * 8
       x09 = Modifier 256 * 9
       x0A = Modifier 256 * 10
       x0B = Modifier 256 * 11
       x0C = Modifier 256 * 12
       x0D = Modifier 256 * 13
       x0E = Modifier 256 * 14
       x0F = Modifier 256 * 15
       x10 = Modifier 256 * 0 ...
Team:
x860 = Number of Wins (x00 to xFF) *Repeats over at x64
x861 = Number of Losses (x00 to xFF) *Repeats over at x64
x862 = Number of Ties (x00 to xFF) *Repeats over at x64
x863 = Number of Pts (x00 to xFF) (Pts + Modifier is displayed)
x864 = Number of Pts Modifier (x00 to xFF) *After 999 the display messes
```

```
       x00 = Modifier 256 * 0
       x01 = Modifier 256 * 1
       x02 = Modifier 256 * 2
       x03 = Modifier 256 * 3 ...
x865 = Number of Opp Pts (x00 to xFF) (Opp Pts + Modifier is displayed)
x866 = Number of Opp Pts Modifier (x00 to xFF) *After 999 the display me
       x00 = Modifier 256 * 0
       x01 = Modifier 256 * 1
       x02 = Modifier 256 * 2
       x03 = Modifier 256 * 3 ...
x867 = Defensive Pass Yards Allowed (x00 to xFF) (Pass Yards Allowed + M
x868 = Defensive Pass Yards Allowed Modifier (x00 to xFF)
       x00 = Modifier 256 * 0
       x01 = Modifier 256 * 1 ...
x869 = Defensive Rush Yards Allowed (x00 to xFF) (Rush Yards Allowed + M
x86A = Defensive Rush Yards Allowed Modifier (x00 to xFF)
       x00 = Modifier 256 * 0
       x01 = Modifier 256 * 1 ...
```

x85B to x86E is the playbook. Each hex nibble is a play in each play slot. The order is Run1, Run2 // Run3, Run4 // Pass1, Pass2 // Pass3, Pass4.
x86F to x872 are the starters. Each hex nibble is a player where 0 = QB1, 1 = QB2, 2 = RB1, 3 = RB2, 4 = RB3, 5 = RB4, 6 = WR1, 7 = WR2, 8 = WR3, 9 = WR4, A = TE1, and B = TE2. The order goes QB, RB1 // RB2, WR1 // WR2, TE // KR, PR.
x873 to x875 are the injuries. The numbers are broken down into bits where a 00 = Healthy and 11 = Injured. The first hex is QB1, QB2, RB1, RB2. The second hex is RB3, RB4, WR1, WR2. And the third hex is WR3, WR4, TE1, TE2.
x876 to x87D are the conditions. The numbers are again broken down into bits where 00 = Bad, 01 = Average, 10 = Good, and 11 = Excellent. Order goes QB1, QB2, RB1, RB2 // RB3, RB4, WR1, WR2 // WR3, WR4, TE1, TE2 // C, LG, RG, LT // RT, RE, NT, LE // ROLB, RILB, LILB, LOLB // RCB, LCB, FS, SS // K, P. The final nibble always appears to be 5.

GRG
Veteran

Members
40

Posted March 10, 2007

I split this topic, so this thread is for cxrom's documentation. Please post any comments/gratitude here.

394 posts
Location: MN

cxrom
Veteran

Members
19
373 posts
Location: Phoenix, AZ

Posted March 12, 2007

Report post

NFL Standings menu
---
this is the code that loads the correct teams for each division on the "NFL Standings" screen.

```
.org $AF34      ; @ 0x22F44 in rom
LDA $45         ; *1
ASL
TAY
LDA $BF5D,Y     ; *2
LDX $BF5E,Y     ; *3
STX $90
JSR $B3EC
```

*1 = get the division index (00=AFC-E; 05=NFC-W)
*2 = get the starting team index
*3 = get the number of teams in the division

```
0x23F6D - 0x23F78 (12bytes)
```

these are the bytes that control the setup (pointed to by *2 and *3)
so:
$00, $04 = division starts at BUF and ends with N.E.
the length byte has to be $04 or $05 or the screen will stay black, but it won't crash. it'll still let you back out to the main menu.

+ Quote

2
pambazos88 and buck reacted to this

77
Getting Started

Members

Posted May 15, 2007

Report post

i know we all want a 32 team rom... but...
any idea how to remove teams?
from the main menu, team data, playoffs, everything...
(dont want them useable)
remove them totally...
i wanted to make a rom with 12 teams

0
8 posts

any ideas?
thanks...

+ Quote

cxrom
Veteran
●●●●

Members
19
373 posts
Location: Phoenix, AZ

Posted May 16, 2007

Report post

starting at 0x23B4B is the dimensionY, dimensionX for "Team Data." followed by all the Y, X coordinates for the cursor. turn those into $FF $FF to make them unreachable. the "Preseason" and "Team Control" table is located at 0x23E93.
editing the schedule is explained somewhere around here.
this segment of code is the control loop for loading small helmet data for "Team Data", "Preseason", and "Team Control."

```
.org $A85F              ; 0x2286F
LDA $8E
CLC
ADC #$02
STA $8E
LDA $8F
ADC #$00
STA $8F
INC $90
LDA $90
CMP #$1C
BCC #$D4
JMP $A81E
```

the rest of the menus/playoffs would require more assembly hacking.

+ Quote

2
Ghost and buck reacted to this

77
Getting Started

Members
0
8 posts

Posted May 16, 2007

Report post

awesome.. thank you ill play around and give it a try =)
see what i can mess up =P

+ Quote

COA Elway

COAching Phenom

Moderators

119
1,322 posts
Location: Cleveland

Posted May 16, 2011

Here's the link..... viewtopic.php?f=22&t=8625
Great stuff by cxrom!

+ Quote

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!

Knobbe

Tecmo Godfather

Founder

3,242
17,586 posts
Tecmo Titles: 1
Founder of T-Borg

Posted May 16, 2011

> **elway said:**
> Here's the link..... viewtopic.php?f=22&t=8625
> Great stuff by cxrom!

Thanks...I merged both threads

+ Quote

Elsewhere

- @Tecmogodfather
- TecmoSuperBowl Facebook
- Join us on Discord
- Tecmobowl Twitch
- Youtube

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

averagetsbplayer

Tecmo Legend

Posted October 12, 2011

> **jstout said:**
> Team Start Locations:
> BUF = x7AE
> IND = x87E
> MIA = x94E

Members
141
1,381 posts
Location: Madison, WI

NE = xA1E
JETS = xAEE
CIN = xBBE
CLE = xC8E
HOU = xD5E
PIT =xE2E
DEN = x1002
...

After PIT's stats, there are 260 bytes of x00 before DEN's stats start. Does anyone have any idea how/why that works? Is something pointing to these locations (ex. PIT's xE2E or DEN's x1002)?

+ Quote

Madison Tecmo Tournament - Only 1/2 garbage since 2008
2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

averagetsbplayer

Tecmo Legend

Members
141
1,381 posts
Location: Madison, WI

Posted October 15, 2011

Report post

Also, does the save state store negative values somehow? These "multipliers" that are used for multiple stats (Passing TDs and Passing Attempts Modifier) confuse me a bit. When looking at the hex in the save state, it looks like the save state does not store negative values in the "Season Stats" section. Am I correct about that?

+ Quote

Madison Tecmo Tournament - Only 1/2 garbage since 2008
2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

averagetsbplayer

Tecmo Legend

Posted October 24, 2011

Report post

Members
141
1,381 posts
Location: Madison, WI

> **averagetsbplayer said:**
>
> After PIT's stats, there are 260 bytes of x00 before DEN's stats start. Does anyone have any idea how/why that works? Is something pointing to these locations (ex. PIT's xE2E or DEN's x1002)?

Anyone ever understand those 260 bytes of x00?

+ Quote

Madison Tecmo Tournament - Only 1/2 garbage since 2008
2018: Green Bay - Not Good; Madison - Sweet 16 | 2017: Green Bay - Not Good; Madison - t-5th | 2016: Madison - Sweet 16 | 2015: Green Bay - 2nd Place; Madison - Elite 8, Ohio - Not Good, Iowa - Not Good | 2014: Nebraska - 2nd Place; Madison - Sweet 16; Ryder Cup - Winner (Team Madison); Iowa - Winner | 2013: Nebraska - Elite 8; Madison - Round of 32; Ohio - Sweet 16; Iowa - Final 6 | 2012: Madison - Sweet 16; Ohio - Sweet 16 | 2011: Madison - Round of 32; Ohio - 2-3 in triple-elim | 2010: Madison - Elite 8; Ohio - Sweet 16; Chicago - Final 4 | 2009: Madison - Round of 32; Ohio - Elite 8 | 2008: Madison - Round of 32

pambazos88

Starter

Members
123
155 posts
Location: MX

Posted September 30, 2012

> **On 12/19/2006 at 1:28 PM, GRG said:**
>
> I was playing around with this last night. I found the preseason and team control areas by searching for 0A03. The team control is at 328F3, if you haven't found it already.

Can somebody please tell the locations for the rest of the "TEAM CONTROL" screen. I just cant find them.

+ Quote

pambazos88

Starter

Members
123
155 posts
Location: MX

Posted October 1, 2012

x328F3 - is for the CURSOR COORDS.
x23CE9 - this are the coordinates for the MINI HELMETS (coords. also for the helmets on the PRESEASON screen)
and x1F8B5 - is for the TEAM ABBR. (TEXT in PRESEASON and TEAM DATA screens also)
but..
where are the locations for the "SKP,MAN,COA,COM" ??

+ Quote

1
buck reacted to this

TheRaja

Posted November 16, 2012

TFO Chief Operating Officer

Members
73
273 posts
Owner of the Tecmo Football Owners (TFO)

> **On 10/1/2012 at 12:33 AM, pambazos88 said:**
>
> x328F3 - is for the CURSOR COORDS.
> x23CE9 - this are the coordinates for the MINI HELMETS (coords. also for the helmets on the PRESEASON screen)
> and x1F8B5 - is for the TEAM ABBR. (TEXT in PRESEASON and TEAM DATA screens also) but..
> where are the locations for the "SKP,MAN,COA,COM" ??

I too am looking for the locations for "SKP MAN COA COM" So I can move them around in the Team Control window. Anyone know where this is???

+ Quote

jstout

Tecmo Super Champion

Members
92
537 posts

Posted November 16, 2012 (edited)

Report post

> **On 11/16/2012 at 1:01 PM, TheRaja said:**
>
> I too am looking for the locations for "SKP MAN COA COM" So I can move them around in the Team Control window. Anyone know where this is???

The SKIP, MAN, COA, COM text placement locations are at x3292F-x32966

Edited November 16, 2012 by jstout

+ Quote

2

pambazos88 and buck reacted to this

pambazos88

Starter

Members
123
155 posts
Location: MX

Posted December 14, 2012

Report post

You wouldnt know by any chance the CURSOR/TEXT locations for the STANDINGS screen? THX.

+ Quote

TheRaja

TFO Chief Operating Officer

Posted December 14, 2012

Report post

I couldnt find it ill try to look a little bit tomorrow. I didnt need to mess with it as I kept 3 teams in each conference just like the original tecmo. Are you looking to remove divisions?

Members
73
273 posts
Owner of the Tecmo Football Owners (TFO)

+ Quote

pambazos88

Starter

Posted December 14, 2012

Report post

actually yes, but I cant figure out how?

+ Quote

Members
123
155 posts
Location: MX

pambazos88

Starter

Posted January 2, 2013

Report post

The Cursor coords. for the STANDINGS screen are at **x23ADB-x23AEC**.

+ Quote

1
buck reacted to this

Members
123
155 posts
Location: MX

bruddog

Down with button mashing

Posted February 26, 2016

Report post

> **On 10/24/2011 at 10:47 AM, averagetsbplayer said:**
>
> Anyone ever understand those 260 bytes of x00?

@averagetsbplayer
This is an ancient thread but it appears to just be unused SRAM space on the **28 team ROM** . As to why it comes between denver and pit probably not even the programmers know

Moderators

3,074
11,466 posts
Location: Ca

anymore. The pointers to all the season team stats are in the last bank so there is no programming reason for that empty space.

In fact the **32 team rom** utilized this empty space to help fit 4 more teams worth of season stats in SRAM.

+ Quote

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SBlueman

Removing Teams from the Menu

By cxrom, December 18, 2006 in Hacking Documentation

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Reply to this topic

« PREV 1 2 Page 2 of 2

fgqb#19nyj
Promising Rookie

Members
22
77 posts

Posted February 14, 2018 (edited)

Report post

Does anyone know where the NFC west team coordinates regarding cursor pointers for coa, skp, man and com selections are located?

Edited December 30, 2018 by fgqb#19nyj

+ Quote

« PREV 1 2 Page 2 of 2

Reply to this topic...

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RECENTLY BROWSING 1 MEMBER

SBlueman