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TSB ROM Hex Location Index

By Yak, February 1, 2013 in Hacking Documentation

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Yak

Tecmo Fanatic



Members **O** 1,541 5,286 posts Location: Boston, MA Posted February 1, 2013

Information taken from Jstout knowledge about a TSB ROM HEX location index.

000-6D0: iNES header information

6D0-2E2C: Player Names 2E2D-3010: Dead Space

3010-3CD0: Player Attributes and Data

3CDC-4010: Dead Space

4010-41F3: Play Formations positioning

41F4-440F: Dead Space

4410-4BF6: Offensive play pointers to specific actions for each player in the play

4BF8-4e09: Dead Space

5010-6000 4x4 metatile drawing info for backgrounds 6010-75FF defensive play command pointers 7600-800F special defensive player pointers (fumble

recovery, etc)

8000-9FFF: Specific offensive commands for players A000-BFFF: Specific defensive commands for players

18163 to 1869F: Simulation code 1D310: Team Default playbooks 1D410-1DA10: Play names and pointers 1DC10: Defensive reaction pointers 27506: Play Graphics pointers



Quote

Green Majik reacted to this



buck DARRELL GREEN

...........

Posted June 6, 2016

what is located in the 5000-6000 area of the NES TSB ROM?

might as well ask about the 6000-7000 and 7000-8000 area, too.



Members **2**,060 6,332 posts

Location: Tecmo Super Street Tecmo Titles: Lincoln V (2015)

Quote

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

link to change one's signature

bruddog

Down with button mashing

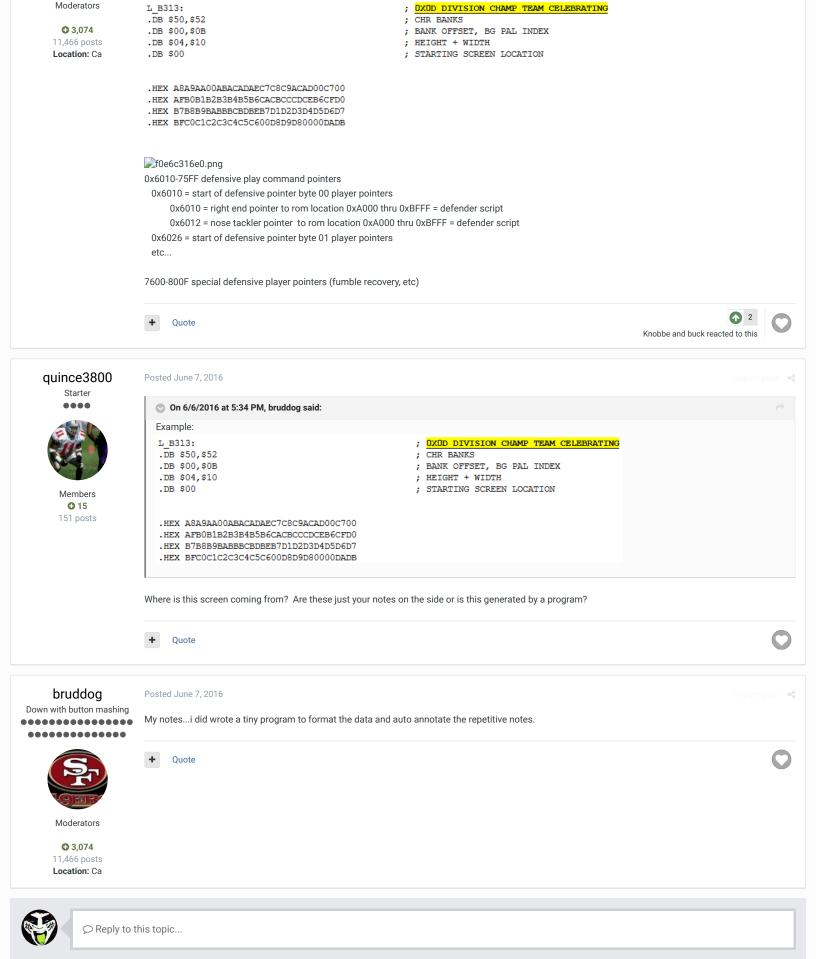
••••••



Posted June 6, 2016

0x5010-6000 4x4 metatile drawing info for backgrounds.

Example:



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