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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
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5,286 posts
Location: Boston, MA

Posted February 1, 2013

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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

⬆ 1 ❤

Green Majik reacted to this

---

buck

DARRELL GREEN

Members
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6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted June 6, 2016

Report post

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.

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

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bruddog

Down with button mashing

Posted June 6, 2016

Report post

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

Example:

```
L_B313:                              ; 0X0D DIVISION CHAMP TEAM CELEBRATING
.DB $50,$52                          ; CHR BANKS
.DB $00,$0B                          ; BANK OFFSET, BG PAL INDEX
.DB $04,$10                          ; HEIGHT + WIDTH
.DB $00                              ; STARTING SCREEN LOCATION


.HEX A8A9AA00ABACADAEC7C8C9ACAD00C700
.HEX AFB0B1B2B3B4B5B6CACBCCCDCEB6CFD0
.HEX B7B8B9BABBBCBDBEB7D1D2D3D4D5D6D7
.HEX BFC0C1C2C3C4C5C600D8D9D80000DADB
```

f0e6c316e0.png

0x6010-75FF defensive play command pointers

    0x6010 = start of defensive pointer byte 00 player pointers

        0x6010 = right end pointer to rom location 0xA000 thru 0xBFFF = defender script

        0x6012 = nose tackler pointer to rom location 0xA000 thru 0xBFFF = defender script

    0x6026 = start of defensive pointer byte 01 player pointers

    etc...

7600-800F special defensive player pointers (fumble recovery, etc)

➕ Quote

⬆ 2

❤ Knobbe and buck reacted to this

---

quince3800

Starter
●●●●

Members
➕ **15**
151 posts

> On 6/6/2016 at 5:34 PM, bruddog said:
>
> Example:
>
> ```
> L_B313:                              ; 0X0D DIVISION CHAMP TEAM CELEBRATING
> .DB $50,$52                          ; CHR BANKS
> .DB $00,$0B                          ; BANK OFFSET, BG PAL INDEX
> .DB $04,$10                          ; HEIGHT + WIDTH
> .DB $00                              ; STARTING SCREEN LOCATION
>
>
> .HEX A8A9AA00ABACADAEC7C8C9ACAD00C700
> .HEX AFB0B1B2B3B4B5B6CACBCCCDCEB6CFD0
> .HEX B7B8B9BABBBCBDBEB7D1D2D3D4D5D6D7
> .HEX BFC0C1C2C3C4C5C600D8D9D80000DADB
> ```

Where is this screen coming from? Are these just your notes on the side or is this generated by a program?

➕ Quote

❤

---

bruddog

Down with button mashing
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●

Moderators

➕ **3,074**
11,466 posts
Location: Ca

My notes...i did wrote a tiny program to format the data and auto annotate the repetitive notes.

➕ Quote

❤

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