



# TSB Roster Spreadsheet

[Follow](#) 0By Bodom, March 11, 2010 in [ROM Editing Discussion](#)[Start new topic](#)[Reply to this topic](#)1 2 3 [NEXT](#) >> Page 1 of 3**Bodom**

Tecmo Legend



Members

[+ 876](#)

3,912 posts

Location: Boston MA

Posted March 11, 2010

[Report post](#)

For those who update/create roms on a regular basis, I'm working on creating/updating a roster spreadsheet that should make things a little easier. I have to give credit upfront to Jeid - I believe he was the original creator of this spreadsheet that I am mainly just updating...and MGK - for originally adding this spreadsheet into his first rom creation to use. If you aren't familiar, Jeid's version had a tab for each position QB, RB, etc... and a tab for each team that pulled all that info into a file to be copied and pasted into TSBTool. I found this very useful since the first thing I do when I download a rom is make tweaks to certain players.

What I've done so far:

Added a Sim Data tab to edit each teams offense & defensive sim value + their offensive preference. This info all pulls into the main 32 team file.

Added a Faces tab so one can view all faces with a corresponding value (0x4a, 0xbb, etc) without having to open TSBTool for every player.

What I plan on doing:

Adding separate tabs for Sim Values for each team so these can be easily altered.

Adding a separate 32 team file with my updated team colors (just in case anyone is interested).

Don't exactly have much free time at the moment but am hoping to have this out in the next few weeks. Anything else than anyone can think of that would help when updating roms??

[TSB Roster Spreadsheet.xls](#)

[Quote](#)

# Yak

Posted March 11, 2010

Report post

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

If you're updating the MASTER spreadsheet that Jeid built and I tweaked, then awesome. My inclusions were to add some visual stimulus and a little bit more organization to the spreadsheet. But Jeid definitely is the mastermind. If you're gonna build on that--awesome, dude. I think that spreadsheet is the ballz, obviously. Take as long as you need. This shit doesn't need to be done over night. Any of it. ESPECIALLY in the football down season. 😊

+ Quote



# Knobbe

Posted March 11, 2010

Report post

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

That accounting degree is finally paying off!!  
Ping me when you finish and I'll move it to the hacking section

+ Quote



Elsewhere



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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

# Bodom

Posted March 11, 2010

Report post

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

✓ **Rod Woodson said:**  
That accounting degree is finally paying off!!

Ha! No shit, right? More like my 7 hours/day spent in Excel is finally paying off... I'll send it over when completed.

MGK - Yes, that's the spreadsheet I'm talking about. What kind of visuals are you referring to? I was thinking of adding in the playbook so people could just look at one tab instead of toggling through plays in the rom, but the spreadsheet isn't specific to one rom. I'm up for any suggestions!

TDO - Yup...accountant by skill, but damn is it boring as hell! I'm an accountant who's a jock and listens to death metal...haven't quite found myself yet LOL.

You a CPA? Was thinking about going for it (wife is pushing me), but I really have no interest...

+ Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted March 11, 2010

Report post

▼ **Bodom18 said:**

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I did some of the organizational color layouts. Cleaned up some of the cell walls and patterns between emboldened cells and whatnot. Basically, Jeid had sex with Excel and made a TSB Spreadsheet Lady. And I was the guy who put some lipstick on Her. I think you should add whatever the hell pops up into your head as a cool idea that you think will make shit easier and more stream-lined for peeps, because lord only knows I'm never going to open up an Excel spreadsheet with a similar mentality. 😏

+ Quote



## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted March 11, 2010

Report post

▼ **Maynard\_G\_Krebs said:**

Basically, Jeid had sex with Excel and made a TSB Spreadsheet Lady. And I was the guy who put some lipstick on Her.

Love the real life comparisons...definitely helps understand things a lot better. Right now I'm just trying to think of things that would make editing a rom easier. Again, any suggestions are welcome! I only know what works for me. To keep going with your comparison: I'm going to spend the next few weeks inside Ms Spreadsheet Lady, then give her back to you to clean up. Then Rod can solicit her on the site for everybody to use.

+ Quote



## Yak

Tecmo Fanatic



Posted March 11, 2010

Report post

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+ Quote



## Knobbe

Tecmo Godfather



Founder



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17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted March 11, 2010

Report post

Will I be seeing any of you guys at the Excel Tournament at the Dubuque Holiday Inn this September?

+ 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

## Bodom

Tecmo Legend



Members

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3,912 posts

Location: Boston MA

Posted March 11, 2010

Report post

I work for a marketing company - it's not boring here either by any means, we add 5-6 clients/month so things are crazy busy...I just meant the type of work (crunching numbers all day) is quite boring. Fun fact - the NFL is one of our clients 😎

My job range is really all over the place. I do big time stuff for the CFO, month end reporting, client meetings, stuff like that. I also do small stuff like lead up the collections department & send out invoices. Hopefully we will be hiring more people soon to establish roles a little better....once that happens I move up the ladder a little more.

That's awesome - we are slowly breaking the mold! I also have 4 tattoos and shave my head.

+ Quote



# Yak

Posted March 11, 2010

Report post

Tecmo Fanatic



😬 needs a job. ----->



Members

+ 1,541

5,286 posts

Location: Boston, MA

+ Quote



# BO FB Offtackle Left

Posted March 11, 2010

Report post

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

It would be sweet if you could put which player runs on run plays alongside the play, along with pic, slot, and play number for each play. Tool doesn't identify which player runs the run plays. When I edit playbooks, sometimes I fire up the console just to see who's doing which play.

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."  
- Kenny Stabler



# Bodom

Posted March 11, 2010

Report post

Tecmo Legend



Members

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3,912 posts

Location: Boston MA

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Bo, I actually thought about doing this initially, and it would be really helpful...the only problem is the spreadsheet isn't specific to one rom. TSC's plays are different from buck's Rom, which is different from bruddog's rom, etc.....  
Any suggestions on how we can make this work?

+ Quote



# buck

Posted March 11, 2010

Report post

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

gonna either need input from the rom creator (like a list), or go get the bytes from the rom that show the player name for each running play (assuming rom creator has them correct). to make a pic of each play is a time-taker. but it would be nice. a manual solution I've done in the past is use a little grid in excel that shows each play slot...certain formations are a certain shade, and the name of the play is typed in the cell...hopefully, the name of the play indicates who gets the ball. then, you can create playbooks by looking at the grid, and then just typing the appropriate numbers in TOOL. I attached a pic.

▼ Bodom18 said:

▼ BO FB Offtackle Left said:

It would be sweet if you could put which player runs on run plays alongside the play, along with pic, slot, and play number for each play. Tool doesn't identify which player runs the run plays. When I edit playbooks, sometimes I fire up the console just to see who's doing which play.

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Any suggestions on how we can make this work?

R1		R2		R3		R4		
1 SGT MID	1 INV OI COUNT	1 SG HB DRAW	1 L FB UP					SG T
2 SGT DRAW	2 2TE OT UP	2 R\$S DN	2 SG HB DN					SG
3 R\$S UP	3 PRO FB MID	3 PRO FB UP	3 WCAT HB					NULL
4 1B OT UP	4 SGT FB SHUV	4 L FB DN	4 1B DIVE					1B
5 INV OI UP	5 1B SW DN	5 INV OI OT UP	5 PRO HB DIVE					R\$S
6 2TE OT DN	6 PRO SW DN	6 OI FB UP	6 OI FB DIVE					L
7 1B SW UP	7 OI HB MID	7 WCAT FB	7 2TE SW UP					PRO
8 OI FB DN	8 SGT PWR DN	8 SGT QB UP	8 INV OI FB UP					OI
								INV OI
								WCAT
								2TE
P1		P2		P3		P4		
1 SGT PA	1 2TE PA OT	1 OI PASS S	1 INV OI FB SCR					
2 SG ALL GO	2 SG BUBBLE	2 1B PA FLYS	2 R\$S RELEASE					
3 PRO FLYS	3 SGT PROTECT	3 SG P3	3 1B 5OUT					
4 1B SLANT	4 R\$S Z FLY	4 R\$S DRAG	4 5 WIDE					
5 2TE PA	5 PRO FLARE	5 1B PA MID	5 OI PASS					
6 SGT PASS	6 OI FLARE	6 INV OI PROTEC	6 2TE 4GO					
7 INV OI SCREEN	7 L FORK	7 PRO FLARE C	7 SG P4					
8 OI PA	8 1B PROTECT	8 SGT P3	8 WCAT PASS					

+ 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](#)

Bodom

Tecmo Legend



Posted March 11, 2010

Report post

Not a bad idea, buck. To be honest, I really don't mind doing the picture thing. It would be time consuming, but so is the entire project, really. It would be a simple "print screen" copy and paste of the play into excel. Still the only problem I'm running into is different roms each have their own playbook. I guess I could make things really time consuming and make a tab for each rom 😊😄



Then the problem becomes again, everyone is always creating new roms and updating plays, it would be an ongoing process.  
Alright, I'm off to the gym...I'll be thinking about this project in between sets.

Members

+ 876

3,912 posts

Location: Boston MA

+ Quote



## Bodom

Tecmo Legend



Posted March 12, 2010

Report post

I guess I could copy the plays from the original rom and add all the info in?  
For those who edit plays (since I have no idea)...when you edit a running play, can you change which RB gets the ball?

+ Quote



Members

+ 876

3,912 posts

Location: Boston MA

## Yak

Tecmo Fanatic



Posted March 12, 2010

Report post

▼ **Bodom18 said:**

I guess I could copy the plays from the original rom and add all the info in?  
For those who edit plays (since I have no idea)...when you edit a running play, can you change which RB gets the ball?

Yes. But choosing (or editing) the formation to be complimentary to the chosen RB is what's key.

+ Quote



Members

+ 1,541

5,286 posts

Location: Boston, MA

## BO FB Offtackle Left

Tecmo Legend



Posted March 12, 2010

Report post

Well, I was thinking just including the default plays. If you make your own plays there are already separate tools for that beyond just the regular editors, you know?

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."



Members

+ 253

3,135 posts

Location: New York

- Kenny Stabler

jeid1

Starter



Members



243 posts

Location: Dallas, TX

Posted March 13, 2010

Report post

That's great Bodom - you should show me what you've done so far and maybe we can go back-and-forth with some ideas. I have some stuff in spreadsheets which I've never implemented (such as auto ratings off of imported stats) which maybe you hadn't thought of yet. Hit me up on AIM or shoot me a PM.

+ Quote

Tecmo Super Bowl 2010 - by Jeid

\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)

aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted March 13, 2010

Report post

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PM

+ Quote

Bodom

Tecmo Legend



Members

+ 876

Posted March 16, 2010

Report post

I'm about 99% sure I already know the answer to this, but is there an (easy) way to get a screen shot of all the plays in a single rom? This would help out with the project I'm working on. Right now, my only idea is to copy and paste each play individually = too time consuming.

+ Quote



3,912 posts

Location: Boston MA

# Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted March 16, 2010

Report post

I'm excited to see the final functional product. Good work, dude! Do not be surprised if I blast your spreadsheet with a visual overhaul once I'm done. Also, what, if anything, did Jeid help you out with / give you ideas for? I'm a process guy, as I'm mentioned, so the development of ideas in this spreadsheet is almost as important to me as the finished product.



Quote



# Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted March 16, 2010

Report post



**Maynard\_G\_Krebs said:**

Also, what, if anything, did Jeid help you out with / give you ideas for?

I sent the spreadsheet over to Jeid a few days ago, but haven't heard back. As for help & ideas...well, he created the spreadsheet in the first place which inspired me to add onto it. I have been using it to update players to my liking and thought to myself...wouldn't it be cool if I could also update everything else that pulls into TSBTool from this 1 spreadsheet. I mean, yeah, you can go into TSBTool and update each team's offensive & defensive sim values, but isn't it much easier when you have every team laid out in front of you so you can compare, then change values and have it pull right in? So I give full credit to Jeid for creating it, but the current ideas I have are "all me".



Quote



# Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Posted March 16, 2010

Report post

Nice, nice, well done.

I'm still going to 'mow the box' of its aesthetic pleasures, no doubt. 😊

\*Note: Moved to Rom Editing Forum. (I know it isn't as 'popular' of a forum, but your work on this spreadsheet really belongs there, bud. Good work, dude!)



Quote



# Yak

Tecmo Fanatic



Members

+ 1,541

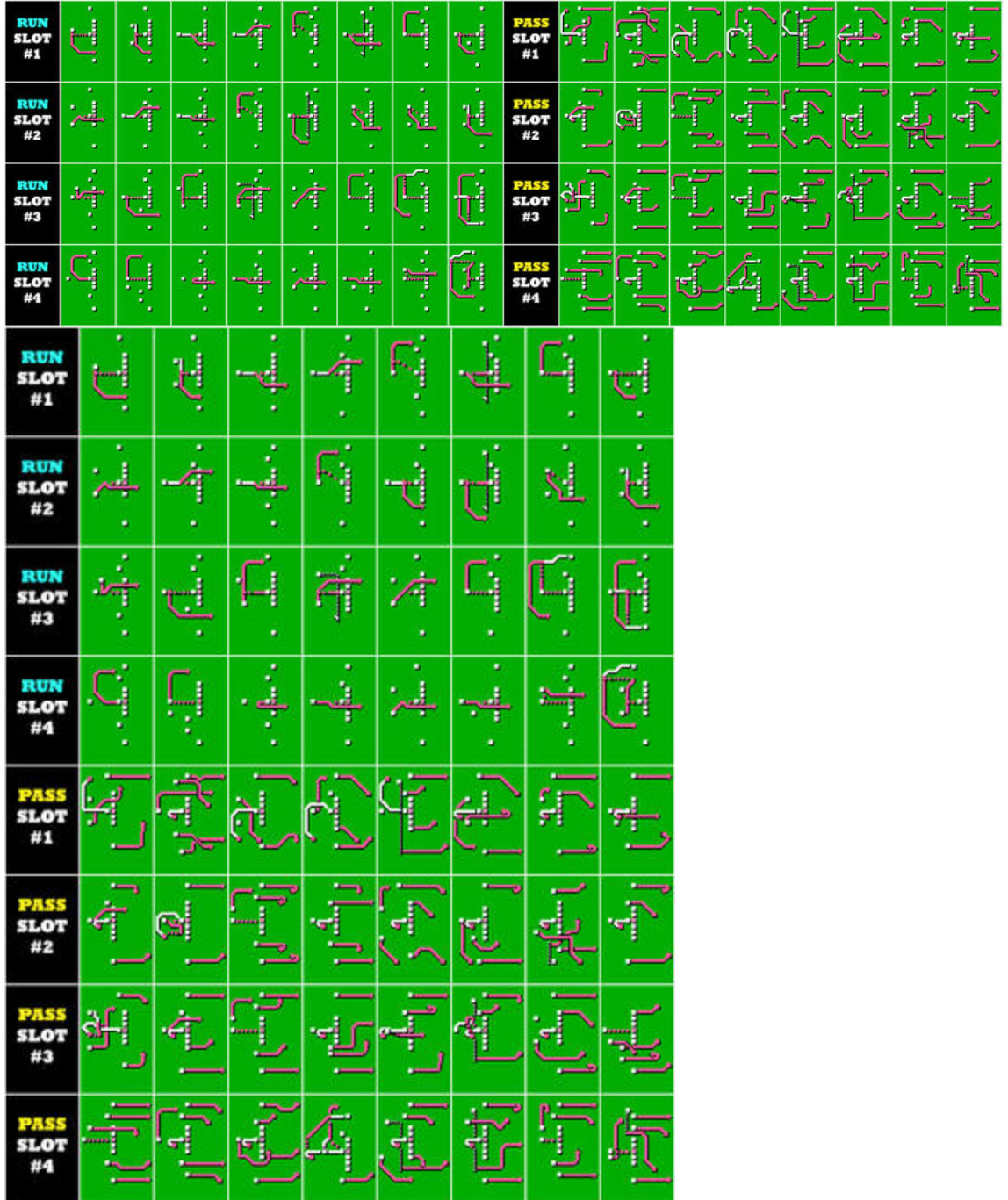
5,286 posts

Location: Boston, MA

Posted March 16, 2010

Report post

Here you go, bud. I whipped these up in the Photoshop. I don't know what you think would fit better in the work that you're doing on Jeid's spreadsheet, so I made a Horizontal and Vertical copy of the original TSB Playbooks. Do with these images what you will. Edit them as you see fit.



+ Quote



# Bodom

Tecmo Legend

Posted March 16, 2010

Report post



Magical!

Dude, thank you! This is exactly what I'm looking for. I still haven't really figured out yet how I'm going to present it. My idea right now is to post a rough draft for every one to check out and take some suggestions on what additions/edits people would find helpful when editing their roms.

Members

+ 876

3,912 posts

Location: Boston MA



Quote



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# TSB Roster Spreadsheet

By Bodom, March 11, 2010 in ROM Editing Discussion

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fatcheerleader

COA of NE (1991)



Members

+ 111

2,697 posts

Location: Washington DC

Posted March 17, 2010

[Report post](#)

Bodom, how's it coming?  
MGK, those are some pretty pics!

[+](#) Quote



[TSB NCAA19](#), [TSB NCAA 2016](#), [TSB NCAA 2014](#), [TSB NCAA 2013](#), [TSB NCAA FCS 2010](#)



Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted March 18, 2010

[Report post](#)

Actually haven't had the chance to work on it the past couple of days. Work and family stuff taking up all my time...imagine that. Ideally, I'd like to get a copy of the playbooks from each rom, but I might just go with the original for now. Hopefully finally post this thing over the weekend.

[+](#) Quote



jeid1

Starter



Members



243 posts

Location: Dallas, TX

Posted March 21, 2010

Report post

Just sent over some stuff to Bodom... here's what I did at more of a "top-level" aspect:

- Automated Sim Stats for QBs via VLOOKUP - this can be carried over to other positions as well (I did only QBs) and there may be ways to factor in multiple stats to the sim ratings
- Used VLOOKUP to determine whether QBs have WHITE, BLACK, or SIHLOUETTE player portraits. This can also be carried over to other positions. Seeing as Excel is a bitch with images and you'd need a plugin installed to even support images in cells it isn't practical. At least this should help with major errors that you can't determine via looking at the player face hex code. This can be applied for all positions as well. It also can be broken down even further (i.e. Black afro, white moustache, black afro and goatee, etc.) as all the descriptions are linked to specific cells in Excel. Someone would just need to go through the pics and write descriptions about each one in the appropriate cell - **Grunt work in case anyone here wants to volunteer** 😊 .
- Tweaked the playbook stuff. Created the formatting to be read by TSBtool for playbooks (Bills only) and divided run/pass plays. Awaiting bodom's feedback to see if this is a good direction to go in as we could use formulas to determine the number of playaction plays a team is running, how many routes are run on average for each pass play, how many plays are run by QB1, RB1, RB2, etc. Lots of stuff.



Quote



Tecmo Super Bowl 2010 - by Jeid



\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)

aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted March 21, 2010

Report post

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- Automated Sim Stats for QBs via VLOOKUP - this can be carried over to other positions as well (I did only QBs) and there may be ways to factor in multiple stats to the sim ratings.

I like this idea. At the very least, this can be done for Kicker, Punters and most of the offensive position. Like you said, Team sim value has a bit to do with this as well. I wonder if we can factor that in, too? This will save A LOT of time. I may have to take a further look into this, sim a few seasons, and see what attributes contribute to high stats for each position...

jeid1 said:

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bitch with images and you'd need a plugin installed to even support images in cells it isn't practical. At least this should help with major errors that you can't determine via looking at the player face hex code. This can be applied for all positions as well. It also can be broken down even further (i.e. Black afro, white moustache, black afro and goatee, etc.) as all the descriptions are linked to specific cells in Excel. Someone would just need to go through the pics and write descriptions about each one in the appropriate cell - **Grunt work in case anyone here wants to volunteer** 😊.

This is definitely useful. Although I'm hoping to take an extensive look, after the draft, at each player so there won't be much need to go and edit anyone.

jeid1 said:

- Tweaked the playbook stuff. Created the formatting to be read by TSBtool for playbooks (Bills only) and divided run/pass plays. Awaiting bodom's feedback to see if this is a good direction to go in as we could use formulas to determine the number of playaction plays a team is running, how many routes are run on average for each pass play, how many plays are run by QB1, RB1, RB2, etc. Lots of stuff.

Still the trickiest aspect of the whole thing as many of the newer roms have their own playbooks. I don't think many people use the original playbook anymore. Basically, people would have to go into this tab, insert their playbook, then put in all the necessary info and I doubt anyone is willing to do that....

Great ideas and feedback, Jeid! Will get back to you over email and iron all this out!

+ Quote



jeid1

Starter



Members



243 posts

Location: Dallas, TX

Posted March 30, 2010

Report post

How's everything going Bodom? You have any time recently to work on this?

+ Quote



Tecmo Super Bowl 2010 - by Jeid

\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

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Bodom

Tecmo Legend



Posted March 31, 2010

Report post

jeid1 said:

How's everything going Bodom? You have any time recently to work on this?

Zero.

Hopefully I can sit down some time next week and make a few edits.



Members

+ 876

3,912 posts

Location: Boston MA

+ Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted April 13, 2010

Report post

BTW, Bodom, did you see these two spreadsheets that Jstout and Buck posted? They might help add to the spreadsheet you're working on.

[viewtopic.php?f=5&t=11924](http://viewtopic.php?f=5&t=11924)

+ Quote



## buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted April 13, 2010

Report post

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[viewtopic.php?f=5&t=11924](http://viewtopic.php?f=5&t=11924)

specifically: [viewtopic.php?f=5&t=11924#p94248](http://viewtopic.php?f=5&t=11924#p94248)

I'm pretty proud of the technique I've implemented - simple and effective.

+ 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](#)

## Bodom

Tecmo Legend



Posted April 14, 2010

Report post

Maynard\_G\_Krebs said:





Members

+ 876

3,912 posts

Location: Boston MA

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<http://www.tecmobowl.org/forum//viewtopic.php?f=5&t=11924>

I haven't, but that's some good stuff. With permission, I will add these into the spreadsheet and give full credit. I just need about 2 hours of uninterrupted time to sit down and finish this up, unfortunately I never get that anymore.

+ Quote



## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted April 16, 2010

Report post

I have attached a \*rough draft\* of this spreadsheet in case anyone is editing for the upcoming season and to also maybe get some feedback on what else could be added/edited to make this better. There's still a few things I need to add in that I haven't yet that Jeid sent over regarding playbooks. There was also a few things I saw on sim stats that might be a better fit. There also certain "sorting instructions" that need to be followed when using this that are kind of half assed written on each page for now.

Anyways, here's the draft copy, feedback is welcome.

Side note: I'm trying to figure out a way for someone to post their TSBTool file into a spreadsheet and have the data get split out by cell. If anyone knows how to do this, let me know....

Side note2: Rosters are from an older version.

[credit]

+ Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted April 16, 2010

Report post

I'm really digging on it, dude. Other than some of those things that you haven't spoke about but wish to implement, I'm all for this spreadsheet. It's awesome. I'll probably give it a little visual love when you're done with it, mmhmmm, and send it over your way if you're into that sort of thing. 😊😄

+ Quote



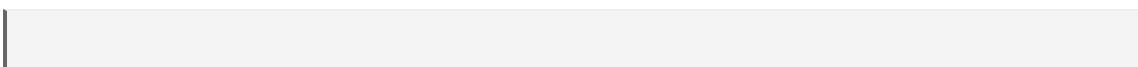
## Bodom

Tecmo Legend



Posted April 16, 2010

Report post







Members

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Location: Boston MA

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::thumbsup::



Quote



buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted April 16, 2010

Report post

bodom, pretty good spreadsheet, if not a wee-bit of a cluster-fuck. is that as elegant as can be? I will look closer.

I recommend taking a look at the interpolating 'defensive sim' example page I posted in the above link.

it works very simple -

1. input individual player SACKS
2. input individual player INTS

INT and SACK 'SIM values' are automatically calculated and scaled 0-255.

I might take a look at embedding it into your spreadsheet later on tonight. First I gotta figure out what the hell is going on in your spreadsheet and what links to what.



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](#)

Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted April 16, 2010

Report post

buck said:

a wee-bit of a cluster-fuck.

Sure is!

Once you start looking at what pulls to what, it starts to make more sense. There's quite a few areas just for formulas and stuff that you don't edit.



Quote



jeid1

Starter



Members

0

243 posts

Location: Dallas, TX

Posted April 16, 2010

Report post

✓ **Bodom18 said:**

Side note: I'm trying to figure out a way for someone to post their TSBTool file into a spreadsheet and have the data get split out by cell. If anyone knows how to do this, let me know....

I've done something like this before but it can get very messy very fast due to the limited capabilities of excel. I will send you what I have this weekend IF I can find it (was years ago), but essentially this is what you do:

- 1.) make a macro to do comma delimited text to columns
- 2.) add to the macro code to find/replace/delete all unneeded characters (i.e. # for jersey number, [] for sim data)
- 3.) Link the macro to a button and place the button on the desired spreadsheet - you can do all this manually but it's quicker to make a macro in the long run.
- 4.) Take the data and use "=CellID" functions in a new spreadsheet to clean up and style the raw data from the spreadsheet you imported it to like the QB, RB, etc tabs you have now - name these "IQB, IRB, etc"
- 5.) This step seems pointless but it's important - copy the imported data spreadsheets and make new spreadsheets named "EQB, ERB, etc", but change all the "=CellID" formulas to read from the IQB, IRB, etc data sheets and not the raw data sheet
- 6.) create a macro which basically copies whatever is on the IQB, IRB, etc data sheets and place a button for it on the EQB, ERB, etc data sheets. Name it "bring back original imported rosters" or something similar. You can combine it with the first macro if you like (I kept them separate in case I was working on something and didn't want it to be overwritten)
- 7.) The exported data sheets are the data you can edit but beware - anytime you edit something it removes the "=CellID" formula linking it to the corresponding imported data sheet. But that's why you made all those macros... once you make all the edits you desire and grab the data in TSBtool format, you just save if you want and close the spreadsheet.
- 8.) When you open the spreadsheet again the formulas you deleted in exported data will be removed, but hit the macro and "voila!" - they're all back. So just import again and you're good to go. If you want to skip macros just go the first cell in the exported data sheet and copy the "=CellID" from the corresponding imported data sheet and use the fill function, but this can be tedious if you have stuff broken down by position.

I hope this helped!! All of these macros are easy to make and you can find examples on google. Please let me know if you have any questions either here or via e-mail.

Great job Bodom, looking forward to using this for my rom this year 😁



Quote



Tecmo Super Bowl 2010 - by Jeid

\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)

aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

jeid1

Starter



Members



243 posts

Location: Dallas, TX

Posted April 16, 2010

Report post

✓ buck said:

bodom, pretty good spreadsheet, if not a wee-bit of a cluster-fuck. is that as elegant as can be? I will look closer.

I recommend taking a look at the interpolating 'defensive sim' example page I posted in the above link.

it works very simple -

1. input individual player SACKS
2. input individual player INTS

INT and SACK 'SIM values' are automatically calculated and scaled 0-255.

I might take a look at embedding it into your spreadsheet later on tonight. First I gotta figure out what the hell is going on in your spreadsheet and what links to what.

This would be an awesome edition... who uses the interpolation in excel anyways? 😂 do you think it could be used for offensive sim as well? maybe a formula could be made for more complex stats like PS, MS, and RP and then the value from that is used? I honestly haven't used it since college so I'd need a major refresher... help Buck!

+ Quote



Tecmo Super Bowl 2010 - by Jeid



\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)

aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted April 19, 2010

Report post

I currently have sheets for all sim stats. I use Buck's defensive sim calc for defense. I base Passing off of PC, Rushing off MS. Then you have the three Receiving numbers. The first one is receptions so I base it off of actual receptions - highest player gets 15 and the rest scales down. The second number is yards. Since 1500 is usually around the max I just divide yards by 100 and use that. The third number is targets, with the 5 starters needing to total 32. I made a sheet similar to the defensive calc for this. For backups I plug in their TA to the player they would replace. For kickers I use KA with slight tweaks for AKB, punters is KA. For team sim stats I made a sheet that uses PFR's Simple Rating System (based on point differential and SOS), then tweaked based on number of Wins and playoff performance. I can post the sheets if anyone is interested.

+ Quote





## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted April 19, 2010

Report post

**BO FB Offtackle Left said:**

I currently have sheets for all sim stats. I use Buck's defensive sim calc for defense. I base Passing off of PC, Rushing off MS. Then you have the three Receiving numbers. The first one is receptions so I base it off of actual receptions - highest player gets 15 and the rest scales down. The second number is yards. Since 1500 is usually around the max I just divide yards by 100 and use that. The third number is targets, with the 5 starters needing to total 32. I made a sheet similar to the defensive calc for this. For backups I plug in their TA to the player they would replace. For kickers I use KA with slight tweaks for AKB, punters is KA.

For team sim stats I made a sheet that uses PFR's Simple Rating System (based on point differential and SOS), then tweaked based on number of Wins and playoff performance.

I can post the sheets if anyone is interested.

This sounds pretty efficient - let's add it in!

Quote



## Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted April 19, 2010

Report post

Collaboration turns me on. I'm just sayin'...

Quote



## jeid1

Starter



Posted April 25, 2010

Report post

That sounds like a pretty awesome addition Bo. Bodom, were you guys able to get together and get this in your excel workbook? I'd like to break ground on my rom fairly soon using this awesome device 😊

Quote



Members

0

243 posts

Location: Dallas, TX

Tecmo Super Bowl 2010 - by Jeid



\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)

aim: drommiglevande - If I'm on AIM, I'm usually looking to play some Tecmo. I can host nesticle/nestopia games.

## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted April 25, 2010

Report post

jeid1 said:

That sounds like a pretty awesome addition Bo. Bodom, were you guys able to get together and get this in your excel workbook? I'd like to break ground on my rom fairly soon using this awesome device 🤔

Not yet. The last version I know of is what I posted a few days ago. If anyone was able to make any additions or had any other ideas, post it up!!



Quote



## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted April 26, 2010

Report post

Okay, here's my sim rating sheets. Here's the team sim rating sheet broken down by column: first column is what I call Win Rating. For non-playoff teams this is how many games they actually won. Luckily no non-playoff team had more than 9 wins. As it turns out, the four teams who lost in the wildcard round had 10 or 11 wins, so this is their WRat. Cards, Ravens & Cowboys won one playoff game so they get 12. Chargers had 13 wins and a bye so they get 13. Vikings/Jets 14, Colts 15, Saints 16. Next two columns are Offensive Simple Rating System (SRS) and Defensive SRS from PFR. Raw O and Raw D are the SRS scores put into a 1-15 scale. Then for the non-playoff teams, if the Total Raw score was double their wins or less, I made their sim total double their wins. If it was more, it's double +1. Ex: Rams won 1 game, Raw O was 1, Raw D was 4, so I made their sim O 1 and sim D 2. When I got up to 10 wins (the playoff teams) doubling the number of wins became untenable, so I just switched to adding 10. Pats got +11 because their SRS was so high.

Second page of that file is pass sim and rush sim. It's just based on PC and MS, and pretty self-evident.

The second file is all receiving ratings. The last column is rec sim, and is based on receptions. The second rec sim rating determines yards, so like i said, i just divided yards by 100 and rounded to the nearest number. the second sheet in the file is the last rec sim rating, which determines targets. This works like the defensive ratings, except instead of 255 the total of the 5 starters should equal 32 (from what i understand. I know in the hex it's not equal intervals for whatever reason, but hopefully overlooking this doesn't skew the stats too much). Anyway, it's just a sheet that makes the total add up to 32, it's pretty easy to figure out. Due to rounding, sometimes it is 31 or 33, so you just have to check each team

after you plug the numbers in (or make a sheet like buck's defensive calc, i'm not that good with excel).

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."  
- Kenny Stabler

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

Posted April 27, 2010

Report post

I think that trying to SIM-rate all NFL players together is tough. Maybe better to SIM-rate individuals relative to their team. [attachment=0]scaling example.JPG[/attachment] but, this is just to show how you can automatically scale things in excel. basically, it's just making a percentage and multiplying by the max number possible, this is not "interpolation".... the column "insert catches" could be any number you want to use to determine a SIM stat (like some previous calculation or total or whatever, here it's "catches") the code line in cell D2 just shows what's actually written in cell C2. the code beneath 301 and 32 just shows what's written in cell B13 and C13. (BO does a version of this in his REC spreadsheet.)

+ 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](#)

jeid1

Starter



Members

0

243 posts

**Location:** Dallas, TX

Posted April 30, 2010

Report post

Thanks Bo and Buck, that's some solid info... now let's hope Bodom will get it into his spreadsheet soon 😊

+ Quote



Tecmo Super Bowl 2010 - by Jeid

\*Current rosters as of 8/28/09\* - Includes post NFL draft rosters

PC/PA hack, Probability based Man v. Man grappling hack, and more...

[Tecmo Super Bowl 2010 - by InLo-Fi.com](#)

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

3,135 posts

Location: New York

Posted May 5, 2010

Report post

**buck said:**

I think that trying to SIM-rate all NFL players together is tough.

Maybe better to SIM-rate individuals relative to their team.

[attachment=0]scaling example.JPG[/attachment]

but, this is just to show how you can automatically scale things in excel.

basically, it's just making a percentage and multiplying by the max number possible, this is not "interpolation"....

the column "insert catches" could be any number you want to use to determine a SIM stat (like some previous calculation or total or whatever, here it's "catches")

the code line in cell D2 just shows what's actually written in cell C2.

the code beneath 301 and 32 just shows what's written in cell B13 and C13.

(BO does a version of this in his REC spreadsheet.)

Hey, I just realized that your formula does the exact same thing as mine. Due to rounding, the total is not always what you want it to be. I thought your formula somehow adjusted for that and that's why you did it that way. but it doesn't. For example, if you want your total to be 45, and you end up with nine at 4.9 and one at 0.9, when those numbers are rounded you get nine at 5 and one at 1, which totals 46. Is there any way to automatically correct for this?

Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."  
- Kenny Stabler



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# TSB Roster Spreadsheet

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DARRELL GREEN



Members

+ 2,060

6,332 posts

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

Posted May 5, 2010

[Report post](#)

Bo, I can think of two ways. "ceiling" and "floor" could be utilized - or use a lookup table that goes and grabs a whole number.

[+ 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](#)

## BO FB Offtackle Left

Tecmo Legend



Members

+ 253

Posted May 5, 2010

[Report post](#)**buck said:**

Bo, I can think of two ways. "ceiling" and "floor" could be utilized - or use a lookup table that goes and grabs a whole number.

I've never done either of those things. Could you revise your table to do this and post an example? I know it only makes teams off by a couple of points and the actual simming is probably not affected that much, but if it doesn't take too much time I like to make things perfect.

EDIT: well, ROUND at least gives you the real total. I read up on CEILING/FLOOR or I'm still not sure how you would get the numbers you want using that. LOOKUP seems like it would take even more time.

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."  
- Kenny Stabler

# buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

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

Posted May 29, 2010

Report post

here's a (.xls) spreadsheet to help automate team PLAYBOOK input for a 32-team ROM - see bottom of this post...(the "stock" TOOL entry method is a pain in the ass, IMO) you enter 1-8 (like in TSB TOOL Supreme) for each play slot (run1-run4, pass1-pass4) in the orange and light blue cells.

the spreadsheet generates two relevant columns of data (they are redundant, but each have their own purposed implementation) -

1. something you can copy directly into TSB TOOL Supreme (along with each team's data)
2. SET commands that (when used properly in TSB TOOL Supreme) will write the playbooks directly to ROM.

\*only enter numbers in the 'orange' and 'light blue' cells. it should be self-evident as to wtf is going on.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U
1		r1	r2	r3	r4	p1	p2	p3	p4		for TOOL SUPREME		address (plays are from 0-7)			SET directly to ROM					
2	bills	8	7	4	1	8	8	1	4	bills	PLAYBOOK R8741, P8814	0x1d310	76307703	bills	SET(0x1d310, 0x76307703)						
3	dolphins	5	7	1	8	2	7	1	1	dolphins	PLAYBOOK R5718, P2711	0x1d314	46071600	dolphins	SET(0x1d314, 0x46071600)						
4	patriots	7	7	3	4	4	5	1	3	patriots	PLAYBOOK R7734, P4513	0x1d318	66233402	patriots	SET(0x1d318, 0x66233402)						
5	jets	7	7	3	4	4	5	1	3	jets	PLAYBOOK R7734, P4513	0x1d31c	66233402	jets	SET(0x1d31c, 0x66233402)						
6	bengals	8	7	4	1	2	6	1	4	bengals	PLAYBOOK R8741, P2614	0x1d320	76301503	bengals	SET(0x1d320, 0x76301503)						
7	browns	7	7	4	2	3	2	3	1	browns	PLAYBOOK R7742, P3231	0x1d324	66312120	browns	SET(0x1d324, 0x66312120)						
8	ravens	8	3	3	6	8	5	7	5	ravens	PLAYBOOK R8336, P8575	0x1d328	72257464	ravens	SET(0x1d328, 0x72257464)						
9	steelers	5	1	4	8	7	7	6	1	steelers	PLAYBOOK R5148, P7761	0x1d32c	40376650	steelers	SET(0x1d32c, 0x40376650)						
10	colts	6	6	3	7	2	5	7	6	colts	PLAYBOOK R8637, P2576	0x1d330	55261465	colts	SET(0x1d330, 0x55261465)						
11	texans	8	5	6	6	8	6	3	3	texans	PLAYBOOK R8566, P8633	0x1d334	74557522	texans	SET(0x1d334, 0x74557522)						
12	jaguars	7	1	5	8	7	8	6	7	jaguars	PLAYBOOK R7159, P7867	0x1d338	60476756	jaguars	SET(0x1d338, 0x60476756)						
13	titans	6	8	1	7	2	3	3	6	titans	PLAYBOOK R6817, P2336	0x1d33c	57061225	titans	SET(0x1d33c, 0x57061225)						
14	broncos	1	2	3	4	5	6	7	8	broncos	PLAYBOOK R1234, P5678	0x1d340	01234567	broncos	SET(0x1d340, 0x01234567)						
15	chiefs	6	2	2	7	5	4	4	6	chiefs	PLAYBOOK R6227, P5446	0x1d344	51164335	chiefs	SET(0x1d344, 0x51164335)						
16	raiders	7	8	6	5	4	3	2	1	raiders	PLAYBOOK R7865, P4321	0x1d348	67543210	raiders	SET(0x1d348, 0x67543210)						
17	chargers	8	3	6	6	8	6	7	5	chargers	PLAYBOOK R8366, P8675	0x1d34c	72657564	chargers	SET(0x1d34c, 0x72657564)						
18		r1	r2	r3	r4	p1	p2	p3	p4												
19	redskins	7	6	2	5	4	4	7	7	redskins	PLAYBOOK R7625, P4477	0x1d350	65143366	redskins	SET(0x1d350, 0x65143366)						
20	giants	3	3	2	6	8	5	3	2	giants	PLAYBOOK R3326, P6532	0x1d354	22157421	giants	SET(0x1d354, 0x22157421)						
21	eagles	5	6	5	5	7	5	7	1	eagles	PLAYBOOK R5655, P7571	0x1d358	45446460	eagles	SET(0x1d358, 0x45446460)						
22	cowboys	8	1	5	6	7	6	6	5	cowboys	PLAYBOOK R8156, P7665	0x1d35c	70456554	cowboys	SET(0x1d35c, 0x70456554)						
23	bears	1	8	1	7	6	3	3	6	bears	PLAYBOOK R1817, P6336	0x1d360	07065225	bears	SET(0x1d360, 0x07065225)						
24	lions	5	1	1	8	7	2	6	7	lions	PLAYBOOK R5118, P7267	0x1d364	40076156	lions	SET(0x1d364, 0x40076156)						
25	packers	3	6	2	5	2	5	4	2	packers	PLAYBOOK R3625, P2542	0x1d368	25141431	packers	SET(0x1d368, 0x25141431)						
26	vikings	6	5	1	7	5	8	3	7	vikings	PLAYBOOK R6517, P5837	0x1d36c	54064726	vikings	SET(0x1d36c, 0x54064726)						
27	buccaneers	6	1	8	7	7	3	6	6	buccaneers	PLAYBOOK R6187, P7366	0x1d370	50766255	buccaneers	SET(0x1d370, 0x50766255)						
28	saints	4	5	6	6	8	8	2	5	saints	PLAYBOOK R4586, P8825	0x1d374	34557714	saints	SET(0x1d374, 0x34557714)						
29	falcons	1	8	1	7	2	3	3	6	falcons	PLAYBOOK R1817, P2336	0x1d378	07061225	falcons	SET(0x1d378, 0x07061225)						
30	panthers	5	1	5	4	7	8	5	1	panthers	PLAYBOOK R5154, P7951	0x1d37c	40436740	panthers	SET(0x1d37c, 0x40436740)						
31	49ers	6	2	1	7	5	2	3	6	49ers	PLAYBOOK R6217, P5236	0x1d380	51064125	49ers	SET(0x1d380, 0x51064125)						
32	rams	4	5	7	3	2	8	2	8	rams	PLAYBOOK R4573, P2828	0x1d384	34621717	rams	SET(0x1d384, 0x34621717)						
33	seahawks	6	8	6	6	5	3	8	5	seahawks	PLAYBOOK R6866, P5385	0x1d388	57554274	seahawks	SET(0x1d388, 0x57554274)						
34	cardinals	2	5	2	4	1	4	4	3	cardinals	PLAYBOOK R2524, P1443	0x1d39c	14130332	cardinals	SET(0x1d39c, 0x14130332)						

+enjoy+

[tsb 32 team playbook SETter.zip](#)

+ Quote

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](#)



## Bodom

Tecmo Legend



Members

+ 876

3,912 posts

Location: Boston MA

Posted December 1, 2010

Report post

I have been working more on this spreadsheet recently - had a few additional ideas to make rom editing much easier, including a team uniform page. Also going to look into adding the stuff that buck and Bo posted. Hoping to have a rough draft ready by Sunday.

+ Quote



## Bodom

Tecmo Legend



Members

+ 876

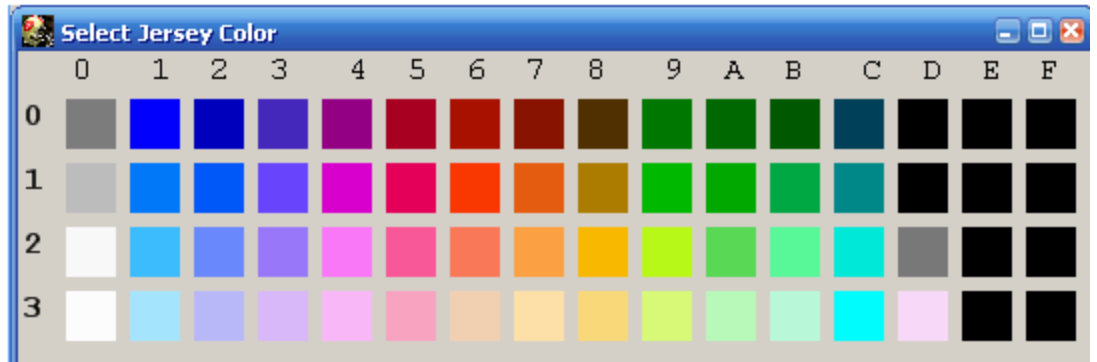
3,912 posts

Location: Boston MA

Posted December 2, 2010

Report post

For those of you who edit roms - would having something like this in a spreadsheet be useful? It copies your uniform choice directly into TSBToolSup so you won't have to toggle back and forth between teams...everything will be on 1 spreadsheet and easy to change.



\*\*\* ONLY EDIT THE CELLS HIGHLIGHTED IN YELLOW.

NEW ENGLAND PATRIOTS		Uniform 1	Uniform 2	White Skin
Jersey	01			
Pants	10			
Skin1	07			
Skin2	07			



# buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

**Location:** Tecmo Super Street

**Tecmo Titles:** Lincoln V (2015)

Posted December 2, 2010

Report post

▼ **Bodom18 said:**

For those of you who edit roms - would having something like this in a spreadsheet be useful? It copies your uniform choice directly into TSBToolSup so you won't have to toggle back and forth between teams...everything will be on 1 spreadsheet and easy to change.

so the little figures' colors get updated as you change the colors? if so, it would be nice to have little pictures of all the team uniform colors on one "page". especially for non-NFL roms.

oh - and maybe you can add this page to your spreadsheet: a COM juice SETter for each category of each level.

[TSB COM Juice Setter.xls](#)

by the way - do you have some spreadsheets that generate SIM stats based on player attributes?



"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](#)

# Bodom

Tecmo Legend



Members

+ 876

3,912 posts

**Location:** Boston MA

Posted December 2, 2010

Report post

▼ **buck said:**

so the little figures' colors get updated as you change the colors? if so, it would be nice to have little pictures of all the team uniform colors on one "page". especially for non-NFL roms.

Yeah, I basically drew the player in excel and did a conditional format for each of the cells so as you change the cells in yellow for pants, jersey and skin...the player will also change. I was going to put everything on 1 page, with the teams in order just going down the page...and have the top portion with the TSBTool colors freeze framed. I'll try to finish up the team colors tab tonight and post it up to see what everyone thinks.

The only think people will have to update separately in TSBTool is when to use the alternate jerseys.

▼ **buck said:**

by the way - do you have some spreadsheets that generate SIM stats based on player attributes?

Not at the moment, but a good idea. I'll look into creating something like this.



Quote



PREV

1

2

3

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