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N TSBm 1.3: Making your own FACES

By Norrin_Radd, June 18, 2008 in Hacking Documentation

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Norrin_Radd
Getting Started

N

Members
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2 posts

Posted June 18, 2008

Report post ⤳

I get the feeling that this is a very annoying question to ask, but I've scoured the internet for a couple hours looking for some answers (Including multiple TSB forums).

In TSBm 1.3, when you create your own face image, or even if you slightly edit one of the existing ones, are you ever able to save them and see them in the rom? When ever a select a player to have an altered face, TSBm 1.3 shows them as having it, but when I save it and open the rom, they are one of the white guys with the black mullets, but they have all blue for a face.

Everything else works fine. I can even change their faces to all ready existing faces. Change attributes, names and jersey numbers. But for some reason that face image just will not save.

I notice in the readme that came in the zip that certain player face bugs have been fixed. Is it still in the WIP phase as far as character faces go?

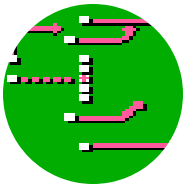➕ Quote   ♡

BAD_AL
Tecmo Super Champion
●●●●●

Posted June 18, 2008

Report post ⤳

As far as I know, the faces are rendered.

They are not bitmaps, so in order to change them, I believe that you would have to change the drawing algorithms.

+ Quote

Members
✚ 54
546 posts

---

buck
DARRELL GREEN
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted June 18, 2008

you can always open it up in Nesticle and do a little plastic surgery.

+ 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

Members
✚ 2,060
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Norrin_Radd
Getting Started

N

Posted June 18, 2008

> ⌄ **BAD_AL said:**
>
> As far as I know, the faces are rendered.
> They are not bitmaps, so in order to change them, I believe that you would have to change the drawing algorithms.

Ok, so I am not suppsoe to be able to have it work with TSBm 1.3 alone? Ok, that's good to know.
Is changing the algorithms super hard? I've no experience in hacking roms. Any chance knowledge in C will help?

+ Quote

Members
● 0
2 posts

---

jstout
Tecmo Super Champion
●●●●●

Posted June 19, 2008

The faces in the rom are made in tile pieces that get grouped together.
So the rom is setup with pointers where the first half are white players and the second half are dark players. Those pointers go to more pointers for the parts (so the face shape, hair,

eyes, mouth, etc each have pointers). Those pointers go to the tiles to be used and placement.

Not really hard to do once you know what you are doing (I could make an example for better knowledge). But all of it currently requires doing it in hex or an assembler.

But when you actually edit a tile then every face using that tile will change and that isn't usually what you want. So any editing program would actually have to be more drag and drop (like the helmet editor by Konforce).

Members
➕ 92
537 posts

➕ Quote

TomTupa
Tecmo Legend
●●●●●●

Posted June 19, 2008

Report post ⬚

ahh.. no wonder nobody has updated the rosters with Peyton's big head.

➕ Quote

Members
➕ 12
2,004 posts
Location: Indiana

sigs.php?player=dajabec   ✕ ▾

Tecmo Tunes Tecmo-themed song parodies

BAD_AL
Tecmo Super Champion
●●●●●
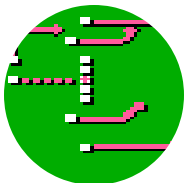
Posted June 19, 2008

Report post ⬚

> **jstout said:**
>
> The faces in the rom are made in tile pieces that get grouped together.
> So the rom is setup with pointers where the first half are white players and the second half are dark players. Those pointers go to more pointers for the parts (so the face shape, hair, eyes, mouth, etc each have pointers). Those pointers go to the tiles to be used and placement.
> Not really hard to do once you know what you are doing (I could make an example for better knowledge). But all of it currently requires doing it in hex or an assembler.
> But when you actually edit a tile then every face using that tile will change and that isn't usually what you want. So any editing program would actually have to be more drag and drop (like the helmet editor by Konforce).

I always thought they were rendered because I could never find the tiles, do where the tiles are at?

Members
➕ 54
546 posts

➕ Quote

---

jstout

Posted June 19, 2008

Report post ⬚

Bad_Al, x58810 is the location of the face tiles.

They will look like this:

🖼️faceskl7.gif

➕ Quote

♡
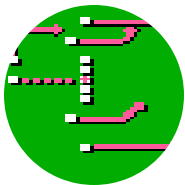
Posted June 20, 2008   Report post ⤴

> ⌄ **jstout said:**
>
> Bad_Al, x58810 is the location of the face tiles.
>
> They will look like this:
>
> 🖼️faceskl7.gif

Cool, I never noticed those before.

➕ Quote

♡

Posted June 21, 2008   Report post ⤴

For every image, a group of tiles are ordered. Each image group is then mapped back to a pointer. That pointer is then what is used when defining the players image, along with their attributes.

One way to make different faces would be to edit the current tiles, which would effect any other image that the tile is included in.

Another option would be increase the amount of tiles used for face pictures, which would leave the current images intact.

Is it very difficult to increase the number of tiles from which the images are pulled and is there room for more tiles?

I'd love to know for the next Repository Rom

> ⌄ **jstout said:**
>
> Bad_Al, x58810 is the location of the face tiles.
>
> They will look like this:
>
> 🖼️faceskl7.gif
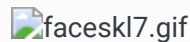
➕ Quote

♡

Elsewhere   ✖ ⌄

- 🐦 @Tecmogodfather

jstout
Tecmo Super Champion
● ● ● ● ●

J

Members
➕ 92
537 posts

Posted June 21, 2008

Report post

Rod, currently the game can only handle 256 faces(x00 to xFF) and not all are used so you can use the current face parts for more. The default also has half being light and half being dark (this can be modified with some hex editing and a small amount of code work). There should be plenty of room to create a face to replace a default one that you don't need as well.
It isn't overly hard to add a few tiles (unless you have a free bank available you'll need to double the tile section making the rom larger). I have been able to add 64 tiles safely to the face section before (I don't remember the max but it is less than 126 tiles you can add for certain).
If you are still interested I can do an example creating a new face with the just the current tiles.

➕   Quote   ♡

Knobbe
Tecmo Godfather
● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●
● ● ● ● ● ● ● ● ● ● ● ● ● ●

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

Posted June 21, 2008

Report post

I'm sure there are combinations of faces that haven't been made from the existing tiles, but i'm thinking of things that currently don't exist, such as a mohawk.
Do you have a rom already with added tiles?

➕   Quote   ♡

Elsewhere   ✕ ▾

TomTupa

Posted June 21, 2008

Report post

Yes this would truely be awesome for the next Repository rom. When I was doing faces for the 2007 rom the main thing I noticed was that many of the black players now have dreadlocks and there is nothing like that on the rom. Just the guy that looks half bald with the small bit of hair behind him. Also the Deion Sanders jheri curl is nonexistent now. White guys also need a long hair version.

➕ Quote

❤️

sigs.php?player=dajabec

Tecmo Tunes Tecmo-themed song parodies

---

jstout

Posted June 22, 2008

Report post

> **Rod Woodson said:**
>
> I'm sure there are combinations of faces that haven't been made from the existing tiles, but i'm thinking of things that currently don't exist, such as a mohawk.
> Do you have a rom already with added tiles?

I didn't have one saved so I whipped one up using the original rom. I added the maximum of 126 new tiles (at the end of the rom the new usable tiles are the ones with my initials). I used 5 tiles to draw up a test to make sure everything was working (QB Bills has that test face).

TSB_Face.zip

➕ Quote

❤️

Knobbe

Posted April 27, 2011

Report post

Face Pointers
There are FF possible faces or 256 possible faces
Each player is assigned a face pointer as part of their attributes
The face pointers link to the following location
1C010x to 1C21Fx
Each pointer consists of two bytes, the first byte being "00 A2", the next being 0C A2", etc
The value for QB Bills is 52 - this corresponds to the value "21 A6"
Somewhere else on the rom are pointers that actually draw the picture...the face pointers point to these

➕ Quote

❤️

Founder of T-Borg

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

---

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members

➕ **2,060**

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted April 27, 2011

Report post

> **Knobbe said:**
>
> Somewhere else on the rom are pointers that actually draw the picture...the face pointers point to these

and where are the pointers that draw the picture?

➕ Quote ♡

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

SITE FOUNDER

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17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted April 27, 2011

Report post

> **buck said:**
>
> > **Knobbe said:**
> >
> > Somewhere else on the rom are pointers that actually draw the picture...the face pointers point to these
>
> and where are the pointers that draw the picture?

It was getting late, dog

➕ Quote

⬆ 1

kamphuna8 reacted to this

♡

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

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

Posted May 14, 2013   Report post

2 years later....

The pointers for the tiles for the faces follow immediately after the 256 face pointers, most of which are duplicates of the white dude with the mustache.

The first pointer value we saw was "00 A2", which corresponds to A200 which given our relative location + 10 hex for the header = 1c210 and starts "ca 42 cf 21"

The next pointer value is to "0C A2" which is 12 bytes away. This means that it should take 6 tiles to build up an image.

Since I now know what the heck I'm looking for I should be able to verify this mapping and if so should be able to build a rough Excel based face editor

+   Quote

⊕ 3

DFM, kamphuna8 and buck reacted to this

Elsewhere

buck

DARRELL GREEN

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 14, 2013

> On 5/14/2013 at 4:26 PM, Knobbe said:
>
> Since I now know what the heck I'm looking for I should be able to verify this mapping and if so should be able to build a rough Excel based face editor

doo it

+ 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

DFM

Tecmo Legend

●●●●●●

Administrators

ADMINISTRATOR

+ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Posted May 14, 2013

Ha, yea this does sound awesome. STACHES FOR EVERYONE!

+ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

SITE FOUNDER

+ 3,242

Posted May 15, 2013

This is going to take me a little while. I more or less have the locations but I really don't know exactly how it's laid out.

+ Quote

Elsewhere

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

---

DFM

Tecmo Legend

●●●●●●

Administrators

ADMINISTRATOR

⊕ **3,015**
4,500 posts
Tecmo Titles: 2
Burning Mort I & II

Posted May 16, 2013   Report post

such a tease

+ Quote

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●●●

Founder

SITE FOUNDER

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

Posted May 17, 2013   Report post

Got a little frustrated by not being able to figure it out.

Started on a rom that numbers roms based on the PPU calls

2VwQr.png 2Vxen.png

This is Frank Reich

I'm numbering from 00-FF though only only 10 through 8F seems necessary.

As you notice items are mirrored

The mouth is made up of 22 on the left and 22 mirrored on the right

The left side is 3A 38 3A

Not sure what's going on with the eyes...is there a place I didn't edit yet or do I have multiple tiles on top of each other?

2Vx9Z.png 2VxiO.png

Al Edwards uses one tile for a mouth

As you can deduct from the side of the heads, he has the same ears/head sides as Frank Reich

I'm upping the rom i'm using that needs a bit more work as locations 50 through 8F needs to be finished.

I'll also put a border around the tiles to ultimately show their max sizes.

tsbFaceNumbers.nes

[+] Quote

---

jstout
Tecmo Super Champion
●●●●●

J

Members

Posted May 20, 2013

Report post

Here is an example of how the faces are done:

Frank Reich:

x1C054 $A064 (POINTER) = B9A3
x1C3C9 $A3B9 (DESIGN) = CC10 CF60 CDCC CEBD CF97 B074
x1CC20 $AC10 (HAIR) = 700088 704090 710888 710890 7A0080 7A4098 FE

x1CDDC $ADCC (EARS) = 7A0080 7A4098 380800 384818 3A1000 3A5018 FE

x1CECD $AEBD (MOUTH) = 221408 225410 FE

x1CF70 $AF60 (EYES) = 1B0988 1B4990 FE

x1CFA7 $AF97 (LOWER HEAD) = 021008 025010 071808 075810 FE

x1D084 $B074 (UPPER HEAD) = 210008 214010 000808 004810 FF

Format: TILE ROW COLUMN

*ROW = +00 = NORMAL, +40 = HORIZONTAL MIRROR, +80 = VERTICAL MIRROR, +C0 = HORIZONTAL AND VERTICAL MIRROR

*COLUMN = +00 = PALETTE 0, +40 = PALETTE 01, +80 = PALETTE 02, +C0 = PALETTE 03

FE = NEXT

FF = END

+ Quote

⬆ 5

buck, kamphuna8, DFM and 2 others reacted to this

Knobbe
Tecmo Godfather

Posted May 20, 2013

Report post

Awesome...I'll see if I can follow along in the code

ooooooooooooooooooooooooh....I get it now. I didn't consider that the pointers were pointing to essentially more pointers.

Player Data has a pointer to the "Face Number."

Each Face Number corresponds to a two byte address which is a lookup for the Face Design.

That address corresponds to 6 values of two bytes. Those six pointers draw out the Hair, Ears, Mouth, Eyes, lower and upper head.

All of the individual components are made up of a variable number of blocks.

The length of the each block is 3 bytes which corresponds to the tile used, and the vertical and horizontal location of the tile.

A FE or FF is thrown to let the system know that no more blocks will be needed to draw that section.

One point of clarification...

When you have the line

*ROW = +00 = NORMAL, +40 = HORIZONTAL MIRROR, +80 = VERTICAL MIRROR, +C0 = HORIZONTAL AND VERTICAL MIRROR

Does that denote that the byte hex value should be broken out into bits as in 55 hex = 01 01 01 01 bin ?

+   Quote   ♥

Elsewhere   ✕ ▾

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

---

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SIMILAR CONTENT

TSB Faces Organized
By BO FB Offtackle Left
This is an Excel sheet of the TSB faces with all similar faces grouped together. It should be very useful for anyone who uses Tool or another editor to make roms.

(Tool) TSB Faces Organized
By BO FB Offtackle Left
View File TSB Faces Organized
This is an Excel sheet of the TSB faces with all similar faces grouped together. It should be very useful for anyone

who uses Tool or another editor to make roms.

...

Updating Tecmo Faces

By Knobbe

We're looking to "modernize" the faces available in TSB2014.

...

Reference of the Tecmo Faces

By Knobbe

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TSBm 1.3: Making your own FACES

By Norrin_Radd, June 18, 2008 in Hacking Documentation

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---

jstout
Tecmo Super Champion
●●●●●

J

Members
⊕ 92
537 posts

Posted May 20, 2013

Report post ⤴

> On 5/20/2013 at 1:20 PM, Knobbe said:
>
> One point of clarification...
> When you have the line
> *ROW = +00 = NORMAL, +40 = HORIZONTAL MIRROR, +80 = VERTICAL MIRROR,
> +C0 = HORIZONTAL AND VERTICAL MIRROR
> Does that denote that the byte hex value should be broken out into bits as in 55 hex =
> 01 01 01 01 bin ?

I wouldn't say that is entirely right. The high 2 bits control mirroring and the low 6 bits control the row as %VHRRRRRR (V = Vertical Mirror, H = Horizontal Mirror, R = Row).

So:
x00-x3F = Set Tile Normally (Row 00 to 3F)
x40-x7F = Set Tile with Horizontal Mirror (Row 00-3F)
x80-xBF = Set Tile with Vertical Mirror (Row 00-3F)
xC0-xFF = Set Tile with Horizontal and Vertical Mirror (Row 00-3F)

➕ Quote

⬆ 2

♡

Knobbe and DFM reacted to this

DFM
Tecmo Legend
●●●●●●

Posted May 20, 2013

Report post ⤴

jstout > Knobbe

+ 3,015
4,500 posts
Tecmo Titles: 2
Burning Mort I & II

Seriously though, creating a team stache just became a reality. 😄

+ Quote

⬆ 1
Knobbe reacted to this
🤍

---

buck
DARRELL GREEN
●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Members
+ 2,060
6,332 posts
Location: Tecmo Super Street
Tecmo Titles: Lincoln V (2015)

Posted May 20, 2013 (edited)

Report post ⬍

dude, I've written so many number and letter sequences on tiles to try to understand graphics...

> **⌄ Quote**
>
> Got a little frustrated by not being able to figure it out.
>
> Started on a rom that numbers roms based on the PPU calls

Edited May 20, 2013 by buck

+ Quote

⬆ 1
Knobbe reacted to this
🤍

"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

Knobbe
Tecmo Godfather
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted May 20, 2013

Report post ⬍

> **⌄ On 5/20/2013 at 4:34 PM, jstout said:**

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x40-x7F = Set Tile with Horizontal Mirror (Row 00-3F)
x80-xBF = Set Tile with Vertical Mirror (Row 00-3F)
xC0-xFF = Set Tile with Horizontal and Vertical Mirror (Row 00-3F)

Cool, gotcha

➕ Quote   ♡

Elsewhere   ✖ ▾

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

---

Knobbe
Tecmo Godfather
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

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

Posted June 22, 2013   Report post ⤴

Here is a document breaking down the rom

pointers.xlsx

➕ Quote   ♡

Elsewhere   ✖ ▾

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Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

SITE FOUNDER

⊕ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted June 22, 2013

Report post

Here are the faces in a PDF
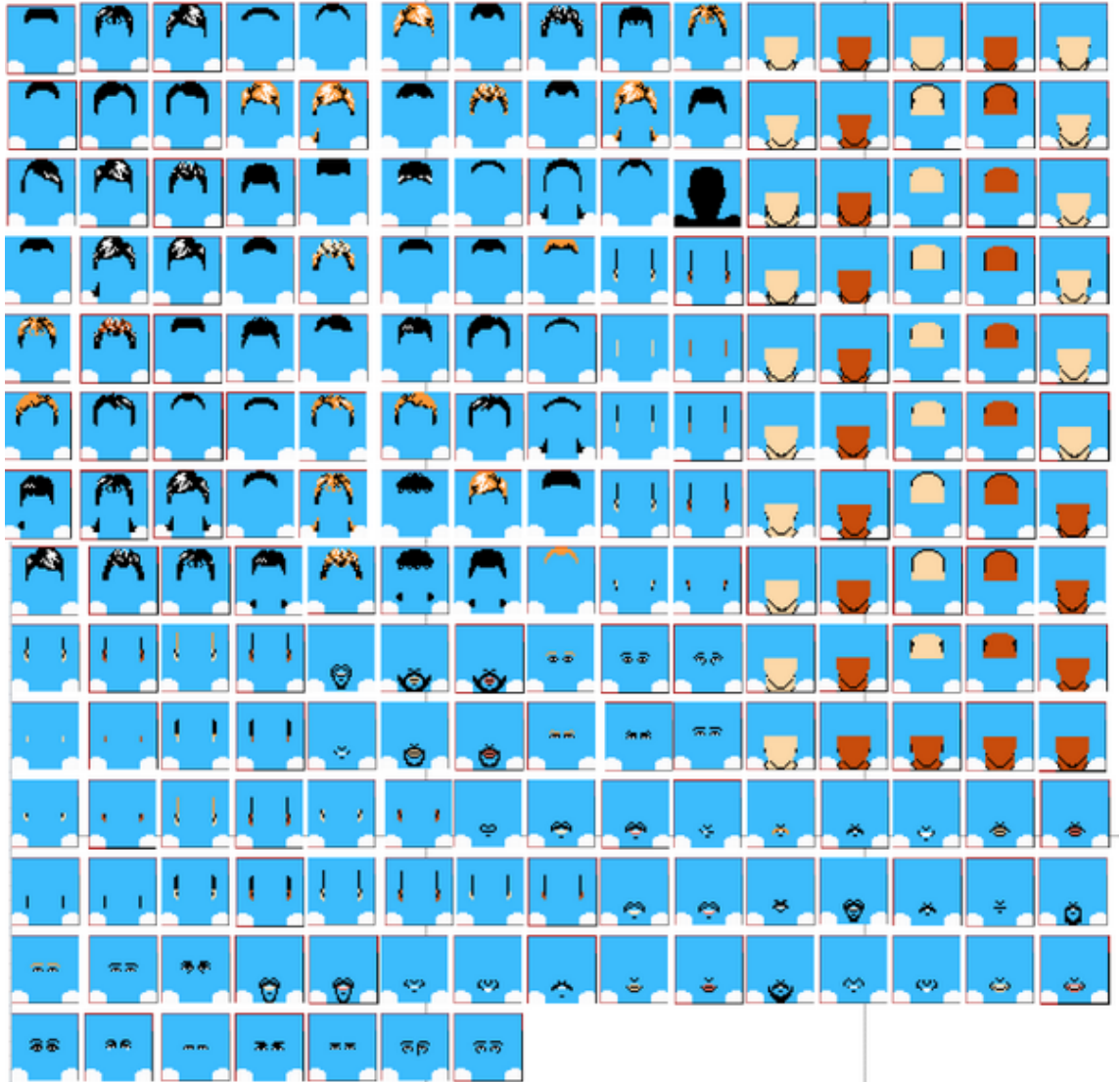
TecmoFaces.pdf

+ Quote

DFM

Tecmo Legend

●●●●●●

Administrators

● **3,015**
4,500 posts

Tecmo Titles: 2
Burning Mort I & II

Posted June 24, 2013

Report post ⤶

Wow!

How did you compile the images for each piece - hair, faces, mouths, etc? The individual frames were jpgs and then the master you pasted is a png.

Any chance of the individuals in png format? I could script it up in Photoshop and you could automagically rearrange faces that way as well.

┼   Quote

⬆ 1

buck reacted to this

♡

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Founder

● **3,242**
17,586 posts

Tecmo Titles: 1
Founder of T-Borg

Posted June 24, 2013

Report post ⤶

> ⌄ **On 6/24/2013 at 3:11 PM, davefmurray said:**   ↱
>
> Wow!
>
> How did you compile the images for each piece - hair, faces, mouths, etc? The individual frames were jpgs and then the master you pasted is a png.
>
> Any chance of the individuals in png format? I could script it up in Photoshop shop and you could automagically rearrange faces that way as well.

I essentially arranged them in Excel and then just snipped them into one image.
Saving the individual images into files from Excel would be trivial in time compared to generating them out of an emulator.
I might need to rethink how I did this...which could be faster than saving them out of Excel.

If the blue backgrounds were made transparent then combining the images would be as simple as layering PNGs.

I have yet to breakdown how many times each individual tiles was used. This will play a big role in determining how easy the components are to replace.

＋ Quote

⬆ 1
DFM reacted to this

DFM

Tecmo Legend

●●●●●●

Administrators

TB ADMINISTRATOR

➕ **3,015**

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Posted June 24, 2013   Report post ↗

So you compile in Excel and then took a screenshot? Where did the tile pictures come from?

＋ Quote

keithisgood

Veteran

●●●●

Members

➕ **504**

434 posts

Posted June 24, 2013   Report post ↗

This is beyond cool.

＋ Quote

BASEBALL SIMULATOR 2014

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●
●●●●●●●●●●●●●

Tecmo Titles: 1
Founder of T-Borg

Report post

> On 6/24/2013 at 3:23 PM, davefmurray said:
>
> So you compile in Excel and then took a screenshot? Where did the tile pictures come from?

The way the image building works is that each feature ends with a FE or FF. FE = get more tiles. FF = Done.
I first changed every tile to FF so it would only draw one tile.
Then I changed the pointer of QB Bill's image one by one and snipped the screen.
It was very brute force.

Quote

♥ 1   ⬆ 1

DFM and kamphuna8 reacted to this

Elsewhere

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- 🟣 Tecmobowl Twitch
- ▶ Youtube

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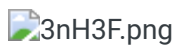
Knobbe

Tecmo Godfather

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●●●●●●●●●●●●●

Report post

This is a fairly crappy view that I'll edit later.

There are 256 tiles here, starting 00 going through FF

Following is the breakdown of the number of times each tile is used. Just because a number isn't listed below doesn't mean it's free...it's probably being used for a big helmet or something else

Tecmo Titles: 1
Founder of T-Borg

🖼3nH3F.png

00 - 14

01 - 4

02 - 4

03 - 6

04 - 2

05 - 2

06 - 4

07 - 8

08 - 4

09 - 6

0A - 10

0B - 4

0C - 8

0D - 2

0E - 2

0F - 2

10 - 2

11 - 2

12 - 2

13 - 4

14 - 2

16 - 2

17 - 1

18 - 2

1B - 2

1C - 3

1D - 2

1E - 2

1F - 2

20 - 6

21 - 12

22 - 4

23 - 2

24 - 4

25 - 2

26 - 6

27 - 4

28 - 3

29 - 1

2A - 1

2B - 4

2C - 1

2D - 4

2E - 3

2F - 2

31 - 2

32 - 2

33 - 4

34 - 3

35 - 13

36 - 2

37 - 12

38 - 2

3A - 8

3B - 2

3C - 4

3D - 4

3E - 2

3F - 4

40 - 2

41 - 4

42 - 3

43 - 6

44 - 4

45 - 9

46 - 8

47 - 9

48 - 11

49 - 4

4A - 2

4B - 1

4C - 6

4D - 18

4E - 10

4F - 2

50 - 6

51 - 6

52 - 6

53 - 6

54 - 4

55 - 4

56 - 2

57 - 2

58 - 5

59 - 3

5A - 10

5B - 2

5C - 2

5E - 4

60 - 4

61 - 3

62 - 7

63 - 2

64 - 2

65 - 2

66 - 4

67 - 12

68 - 1

69 - 2

6A - 2

6B - 1

6D - 4

6E - 2

6F - 12

70 - 4

71 - 4

72 - 2

73 - 2

74 - 2

76 - 6

78 - 12

79 - 2

7A - 20

7B - 2

7C - 2

7E - 1

FE - 1

67 - 12

+ Quote

⬆ 1

DFM reacted to this

♡

DFM

Tecmo Legend
●●●●●●

Administrators

⊕ **3,015**
4,500 posts
Tecmo Titles: 2
Burning Mort I & II

Posted June 25, 2013   Report post ⌣

Got it. Totally awesome.

I'm not sure how else to ask this.

EXAMPLES:

 - These are compressed jpegs. They cannot be split because of the dithering caused by the compression.

^^ Can these be exported into uncompressed png format? I should be able to write a script for Photoshop to rearrange these based on some arbitrary criteria making creating new faces a piece of cake.

+ Quote

⬆ 1

Knobbe reacted to this

♡

Knobbe

Tecmo Godfather
●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted June 25, 2013   Report post ⌣

> ⌄ **On 6/25/2013 at 5:51 AM, davefmurray said:**
>
> Got it. Totally awesome.

I'm not sure how else to ask this.

EXAMPLES:

 - These are compressed jpegs. They cannot be split because of the dithering caused by the compression.

^^ Can these be exported into uncompressed png format? I should be able to write a script for Photoshop to rearrange these based on some arbitrary criteria making creating new faces a piece of cake.

I know what you mean...i'll get that done in the near future

+ Quote ♡

Elsewhere

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

Knobbe

Tecmo Godfather
●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted June 26, 2013   Report post

Faces sent.

You can view them via this rom.

All of them reside on the the Bills through the AFC East teams to the Cleveland Browns

tsbfacehack.nes

+ Quote ♡

Elsewhere

- 🐦 @Tecmogodfather
- f TecmoSuperBowl Facebook

DFM

Tecmo Legend

●●●●●●

Administrators

ADMINISTRATOR

⊕ **3,015**
4,500 posts
Tecmo Titles: 2
Burning Mort I & II

Posted June 27, 2013

Report post

Face editing glory will soon be upon us.

i8a0.jpg XLp8.jpg EGCc.jpg Ue0p.jpg rqOW.jpg 5jWr.jpg

+ Quote

⬆ 2

Knobbe and Yak reacted to this

Yak

Tecmo Fanatic

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Members

⊕ **1,541**
5,286 posts
Location: Boston, MA

Posted June 27, 2013

Report post

Knobbe, should you create a new thread dedicated to your work, so we can document it's benefits / uses, etc?

+ Quote

⬆ 1

Knobbe reacted to this

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●●

Posted June 27, 2013

Report post

> On 6/27/2013 at 10:18 AM, Maynard_G_Krebs said:
>
> Knobbe, should you create a new thread dedicated to your work, so we can document it's benefits / uses, etc?

http://tecmobowl.org/topic/53200-reference-of-the-tecmo-faces/

BTW. this is the sort of stuff that tags were MADE for.

The "Tecmo Faces" tag allows me to easily find these threads back.

+ Quote

♡

Elsewhere   ✕ ▾

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

---

Knobbe

Tecmo Godfather

●●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●●

Posted November 1, 2013   Report post ⤴

Did I forget to post these?

+ Quote

♡

Elsewhere   ✕ ▾

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

---

kamphuna8

Tecmo Fanatic

●●●●●●●●●●●●●●●●●
●●●●●●●●●●●●●●

Posted November 25, 2013   Report post ⤴

This has all been a fascinating read. Nice work to all.

+ Quote

♡
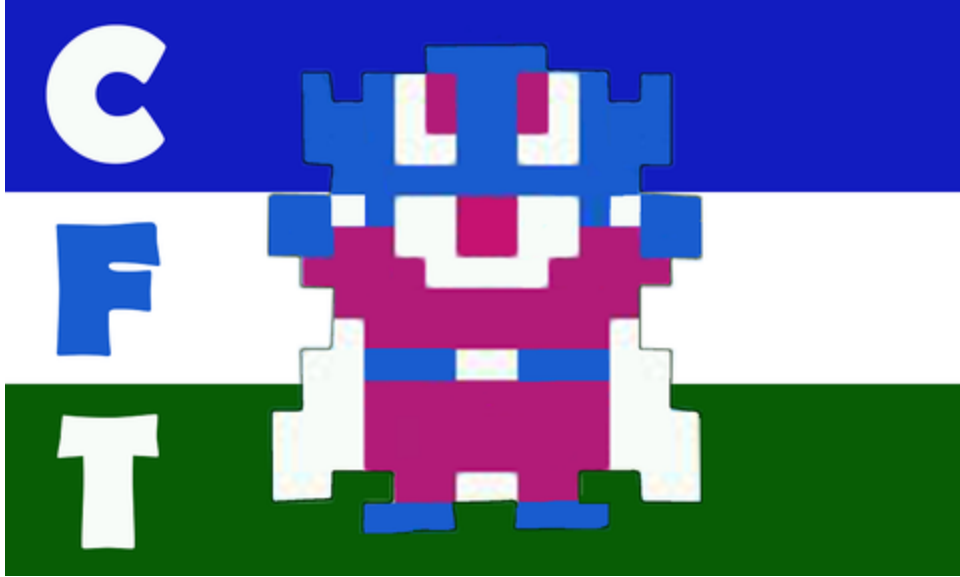
tecmo gods, über alles

PLAY HARD

Reply to this topic...

SIMILAR CONTENT

TSB Faces Organized
By BO FB Offtackle Left
This is an Excel sheet of the TSB faces with all similar faces grouped together. It should be very useful for anyone who uses Tool or another editor to make roms.

(Tool) TSB Faces Organized
By BO FB Offtackle Left
View File TSB Faces Organized
This is an Excel sheet of the TSB faces with all similar faces grouped together. It should be very useful for anyone who uses Tool or another editor to make roms.
...

Updating Tecmo Faces
By Knobbe

We're looking to "modernize" the faces available in TSB2014.

...

Reference of the Tecmo Faces
By Knobbe

RECENTLY BROWSING   1 MEMBER

SBlueman